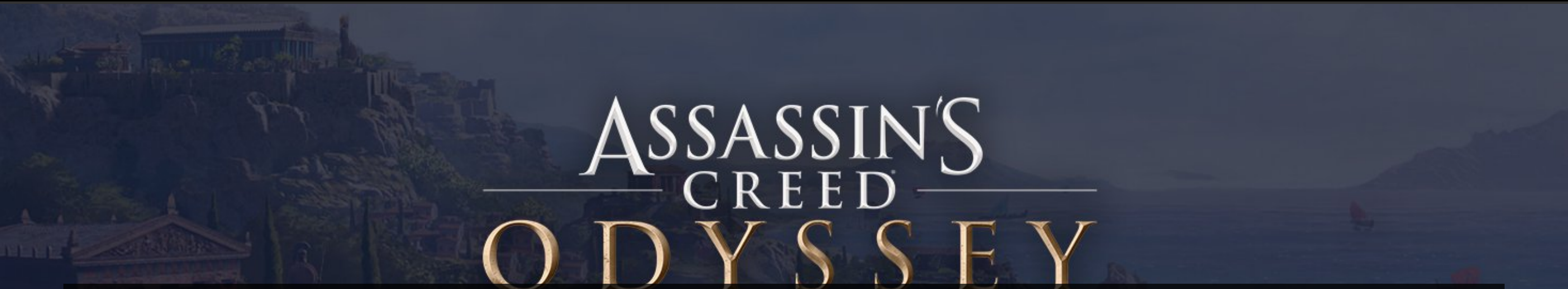


Changelog

Updates

October 5, 2018

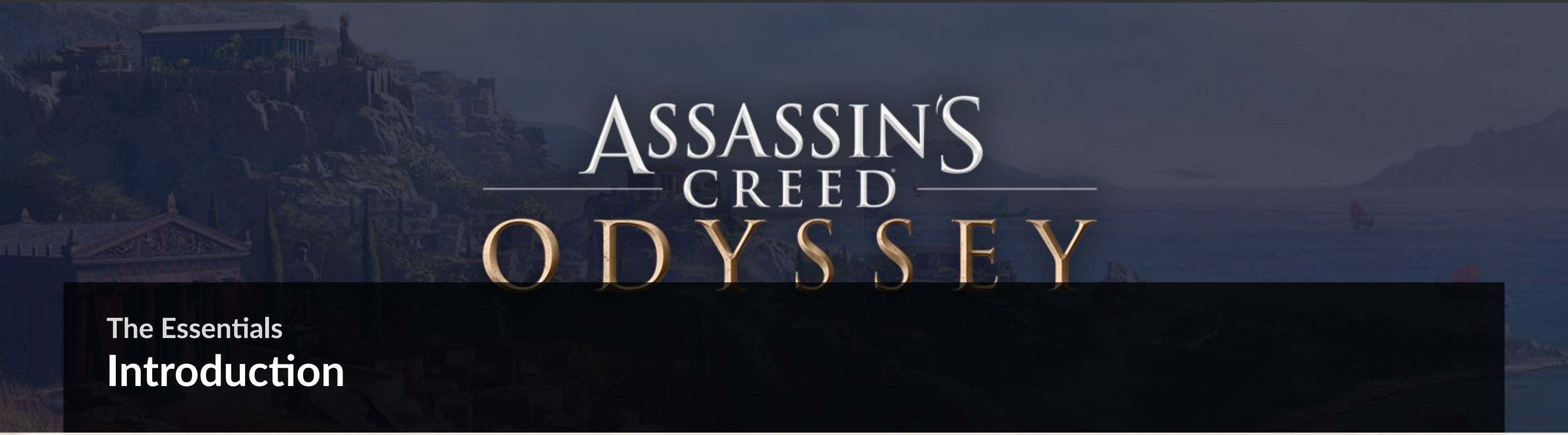
- Conversation updates throughout the Odyssey Main Quests
- Quest names updated throughout the Odyssey Main Quests
- Game endings updated with correct in-game decisions
- Various updates to the Gear section
- Romance Options section updated
- Interactive World Map updates to locations

October 15, 2018

- Updates made to World Quests and section organization
- Updates made to Character Side Quests and section organization
- Interactive World Map updates

October 17, 2018

- Added Ancient Tablet locations to the Interactive World Map



The Essentials

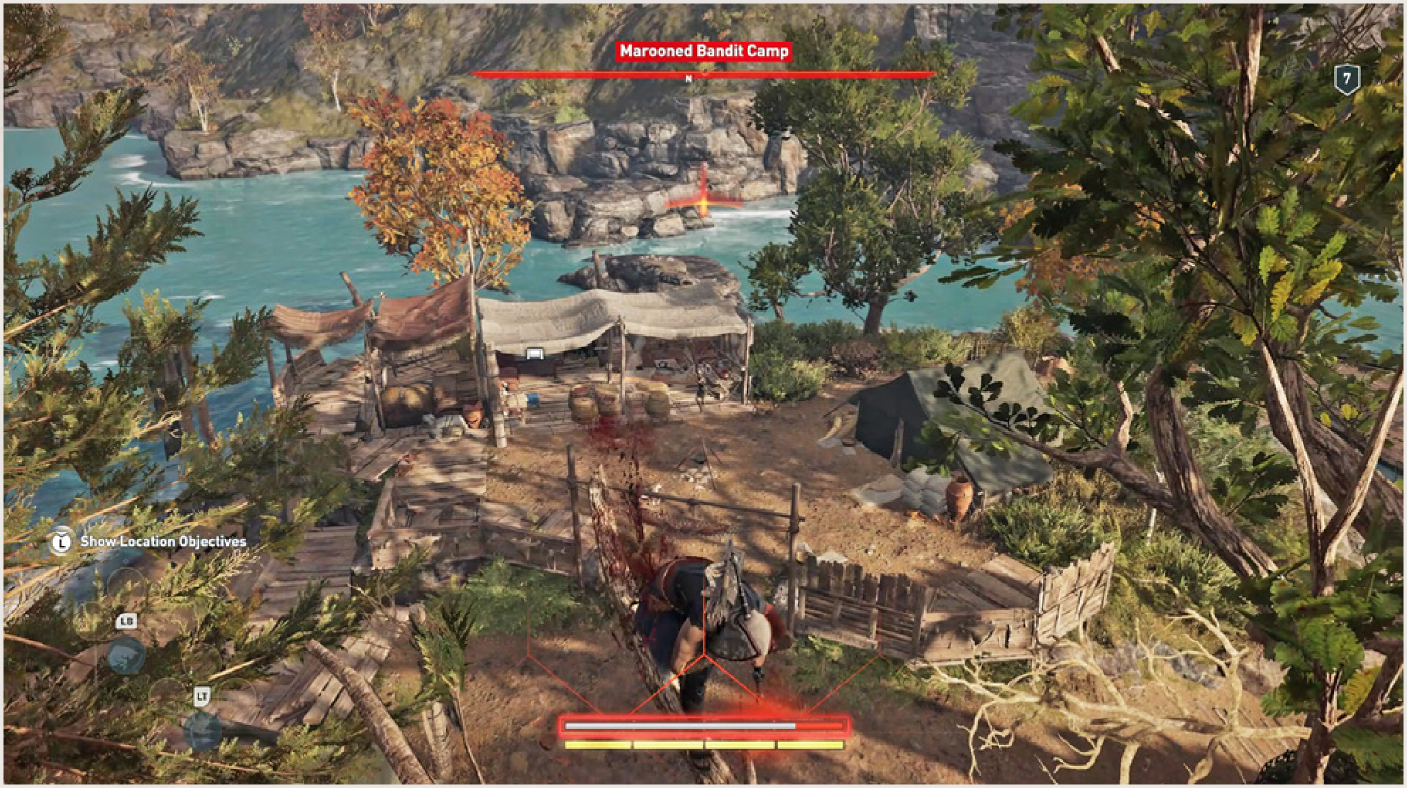
Introduction

In this chapter you'll find all the basic information you need to make your way through ancient Greece in *Assassin's Creed Odyssey*. The game does an excellent job of showing you the basics, so we'll be focusing on more in-depth information to help you survive and thrive.

The Essentials

Health

Your health, indicated by the on-screen health bar, is based on your current level and your engravings. Engravings can increase your health by a percentage when applied to armor (they also benefit damage and elemental perks). Your health is also increased by leveling up, wearing the correct armor for your level, and equipping certain weapons. You can find more info about engravings in our *Reference* chapter. Your health regenerates as soon as you are out of combat.



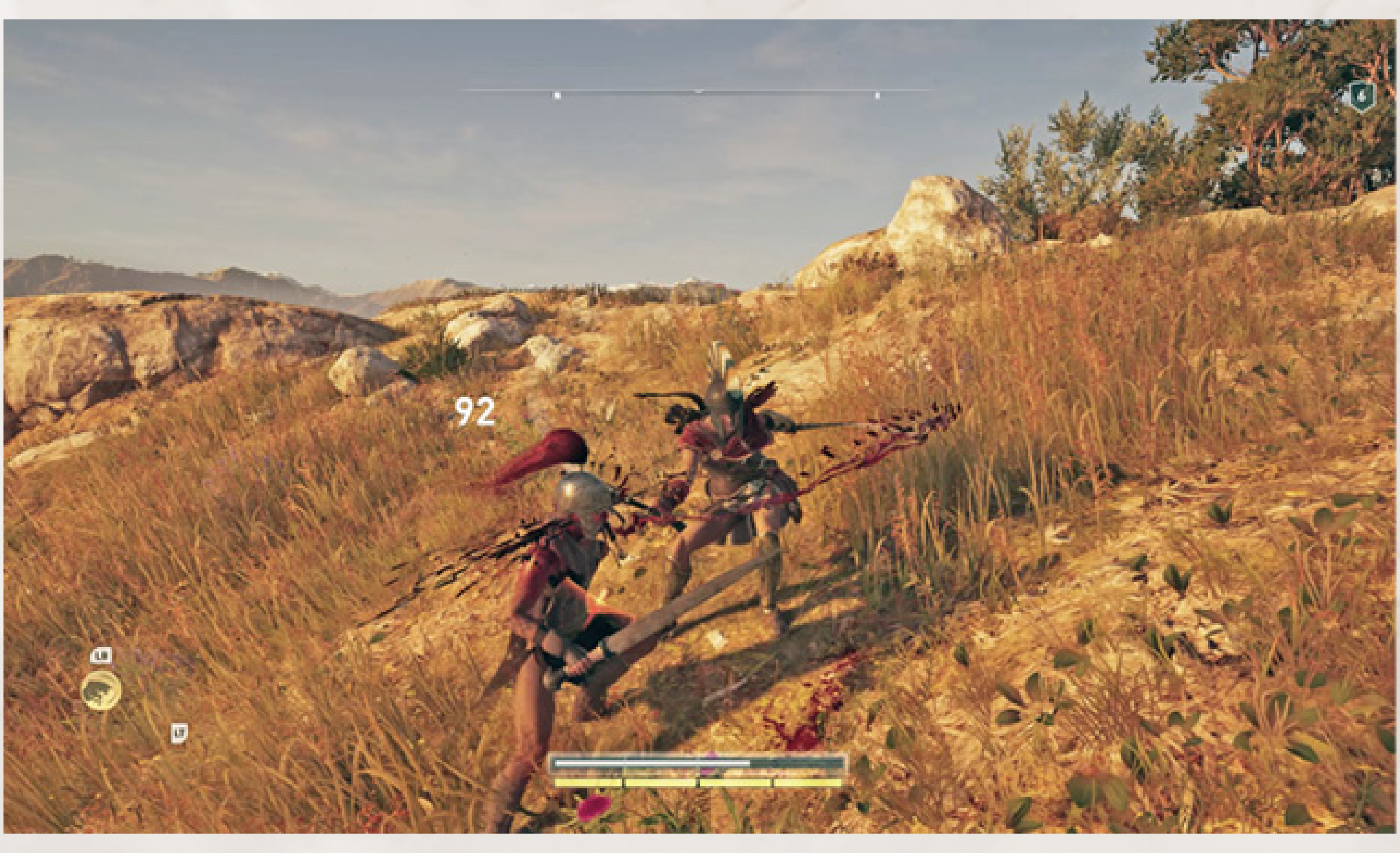
PRIMA GAMES

ASSASSIN'S CREED ODYSSEY

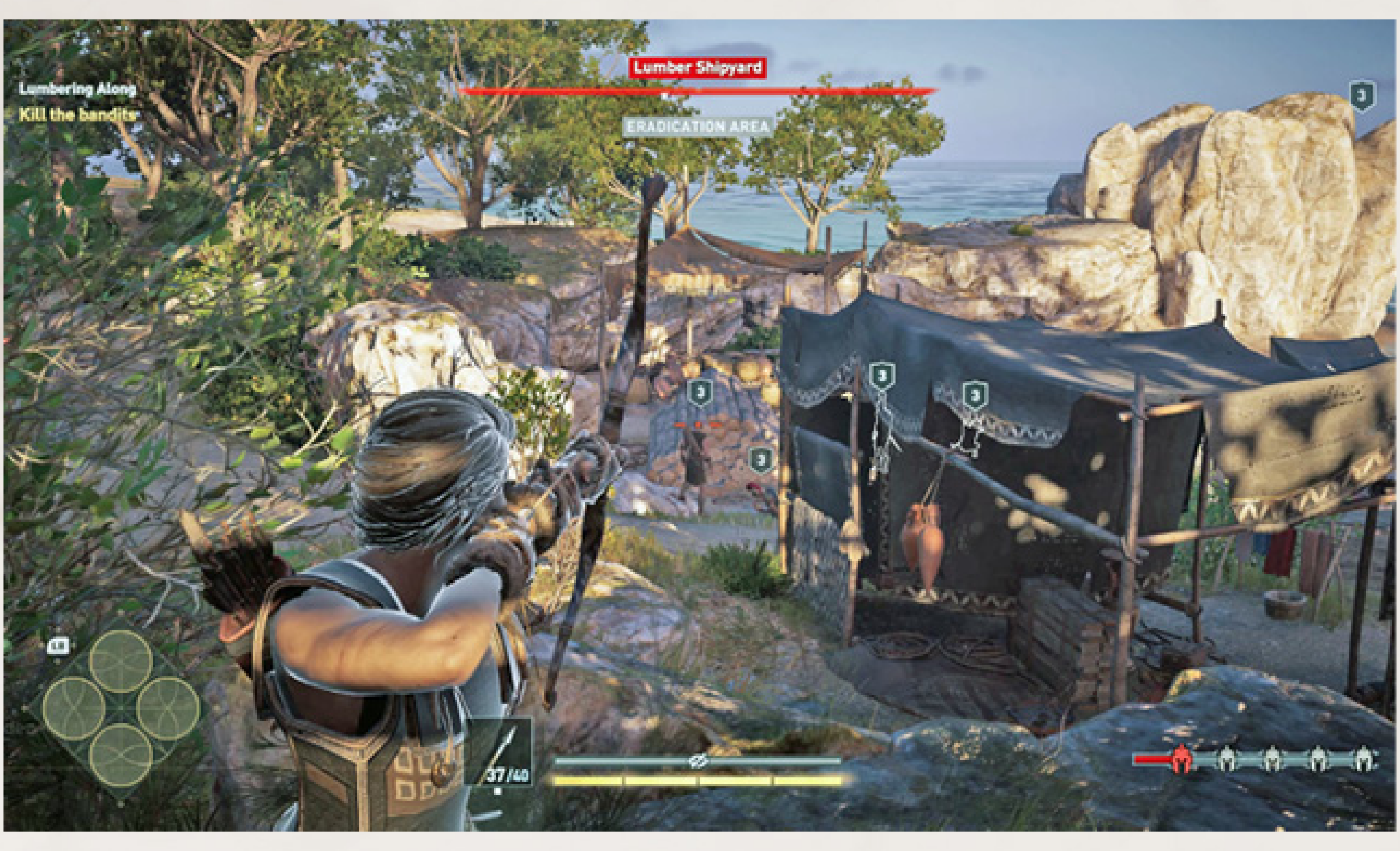
The Essentials

Combat

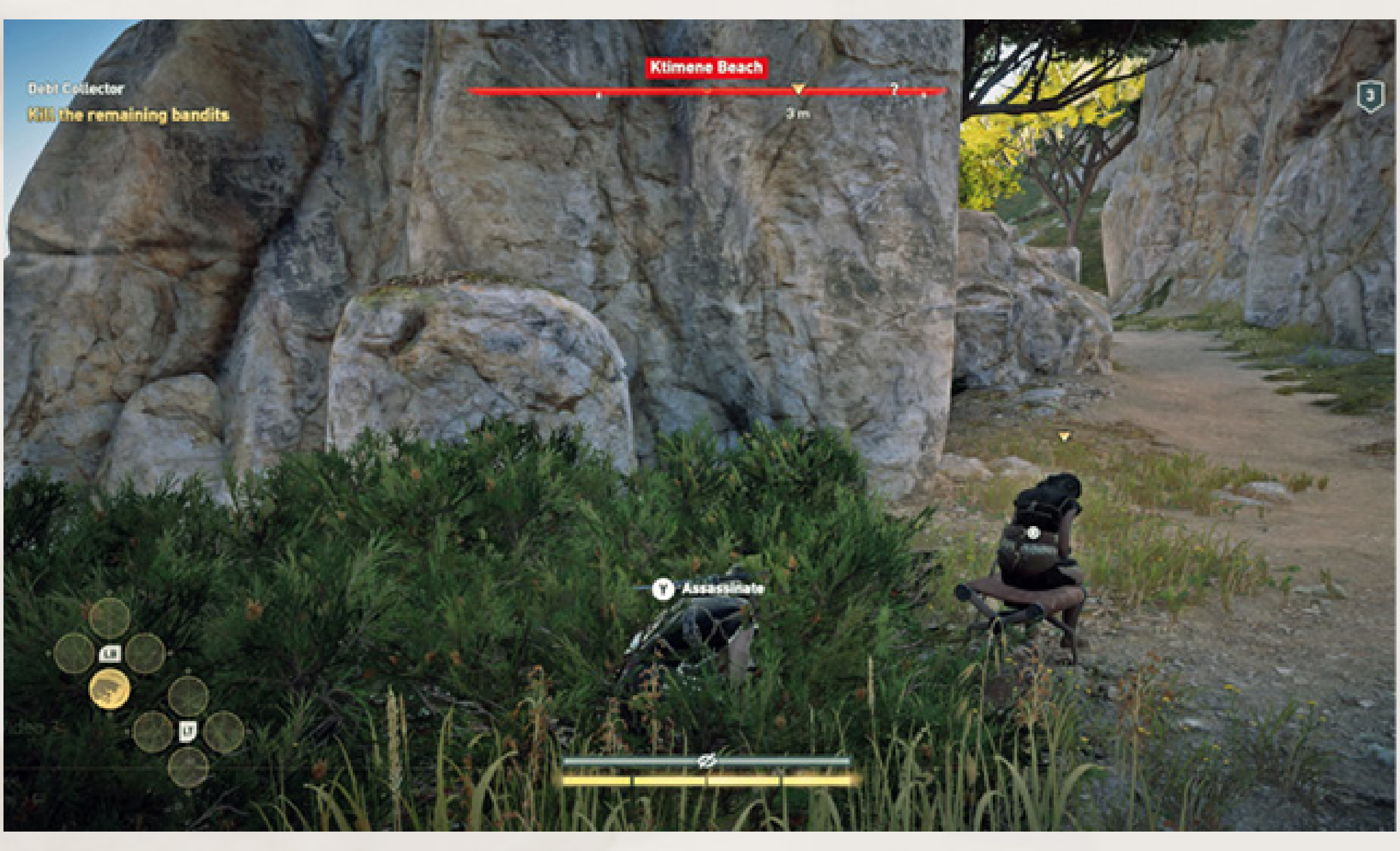
Odyssey offers three types of combat: Warrior, Hunter, and Assassin.



Warrior combat utilizes several types of melee weapons, such as swords, daggers, or heavy weapons.



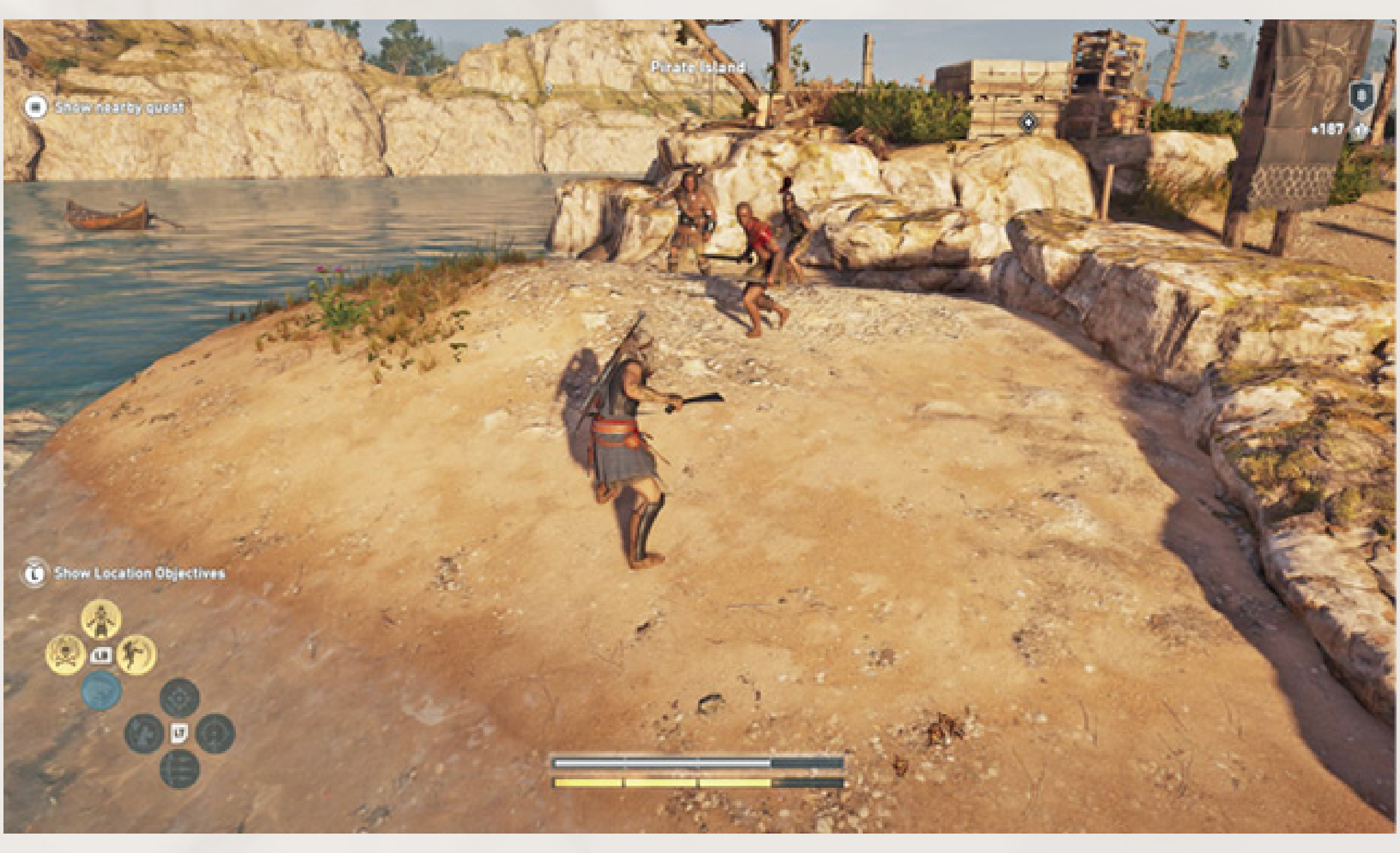
Hunter combat consists entirely of bows and arrows. Using a bow allows you to attack from a safe distance, often eliminating enemies before they're aware of your presence or can reach you in melee range. It also allows you to use different arrow types, like fire or poison.



Assassin combat plays a big role in *Odyssey*. Whenever possible, you should engage in combat from stealth.

FOCUS: TARGET SELECTION

You can select a certain target to focus on (when playing with a controller, click the right stick). You can cycle your focus to another target by shifting your view to that target. Focusing on a particular target ensures all of your attacks are performed in that direction. Enemies that come between you and your focus target will still be struck by your weapons, so positioning is also important.



DAMAGE

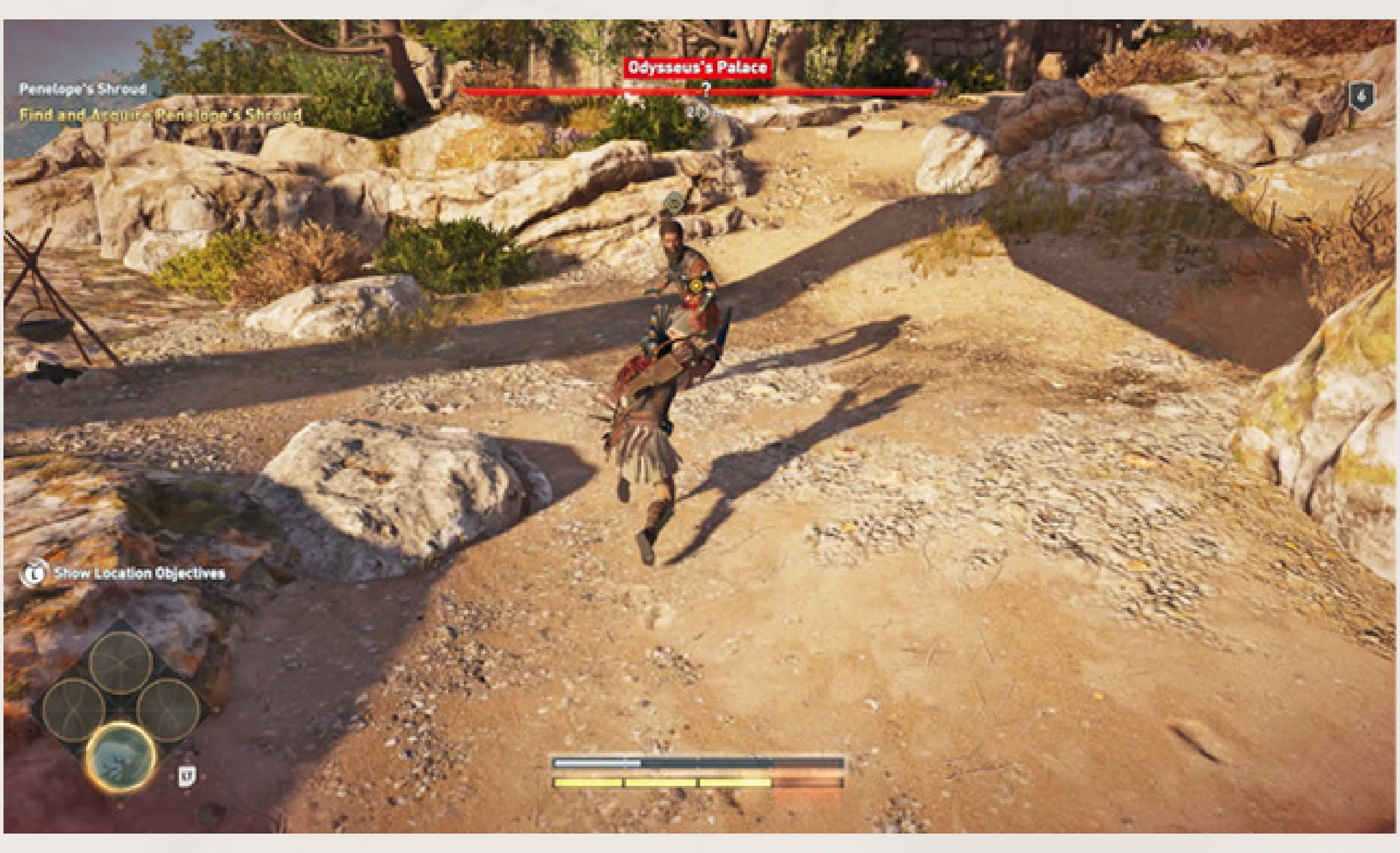
How much damage you do depends on several factors, such as your Hunter, Warrior, and Assassin abilities, your armor selection, the rarity of the equipped weapons, the engravings they have, and the level. The damage you deal is also dependent upon the level of your target. When you're fighting an enemy above your level, the damage you do significantly decreases.

STATUS EFFECTS

During the course of your Odyssey you will face many enemies you use Poison and Fire. If you get hit by these attacks you begin to suffer damage over time and can even be weakened. All is not lost however. The best way to reduce the damage of these effects is to know how to counter them. If you are suffering from Burning you can perform dodge rolls to quickly put out the fire. Another method that works for both Fire and Poison is to quickly submerge yourself in any nearby source of water. However, this isn't always a viable solution. The final option is to simply endure it and mitigate the amount of damage it causes by equipping Engravings that have Elemental Resistance. The level 3 Heal Ability also removes Status Effects.

ADRENALINE METER

Your adrenaline meter, found just below your health bar at the bottom of the HUD, starts with four segments. By performing successful attacks (or equipping Adrenaline on Hit engravings), you fill your adrenaline meter. You can also generate adrenaline by performing a perfect dodge, headshot, kill, or parry, or by causing Critical Damage. When at least one segment is full you can perform a special attack if you have purchased and assigned it on the ability tree. Each special attack consumes one segment of adrenaline (except for the later, more powerful abilities), draining the meter. Make sure to time these abilities to get the most use out of them, as adrenaline doesn't recharge very quickly. Correct timing can also give you an edge in combat, as performing an ability interrupts the target's attack, including attacks which are normally uninterruptible.

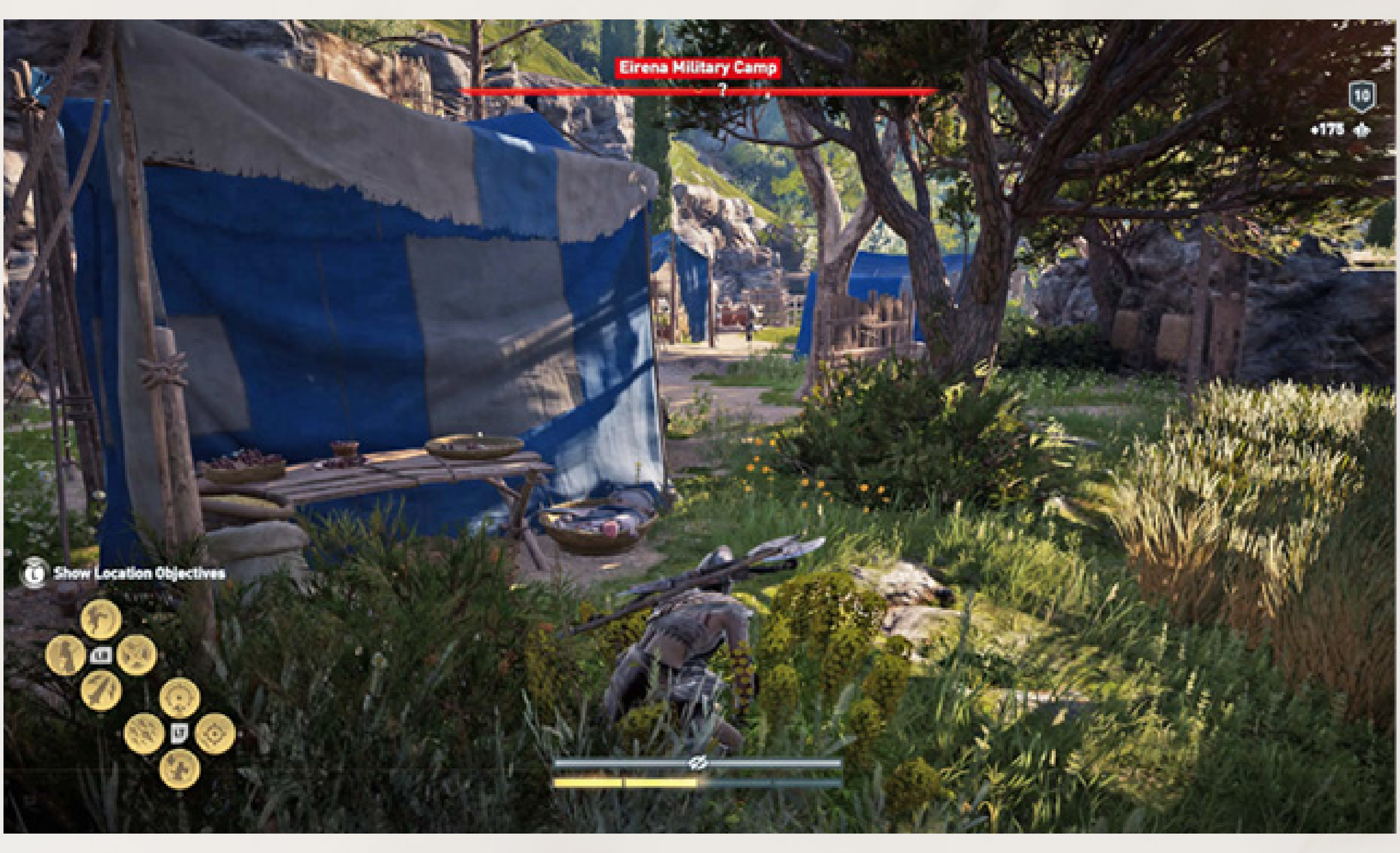


TAGGING ENEMIES

Tagging enemies lets you keep track of your foes, even if they move behind cover. It also tells you their level and if they are regular or elite enemies. There are two main ways to tag enemies: with ranged weapons or with your eagle, Ikaros. To tag enemies with ranged weapons, simply aim the weapon at the enemy. The foe remains tagged until you defeat it or leave. Using Ikaros is the fastest, preferred method to tag enemies, but the eagle is not always available. See the *Ikaros* section in this chapter for more details. Tagging enemies with a ranged weapon is slow but is the only viable option when Ikaros is unavailable. A third option is to utilize the Ability, Revelation to tag enemies around you.

ASSASSIN: STEALTH

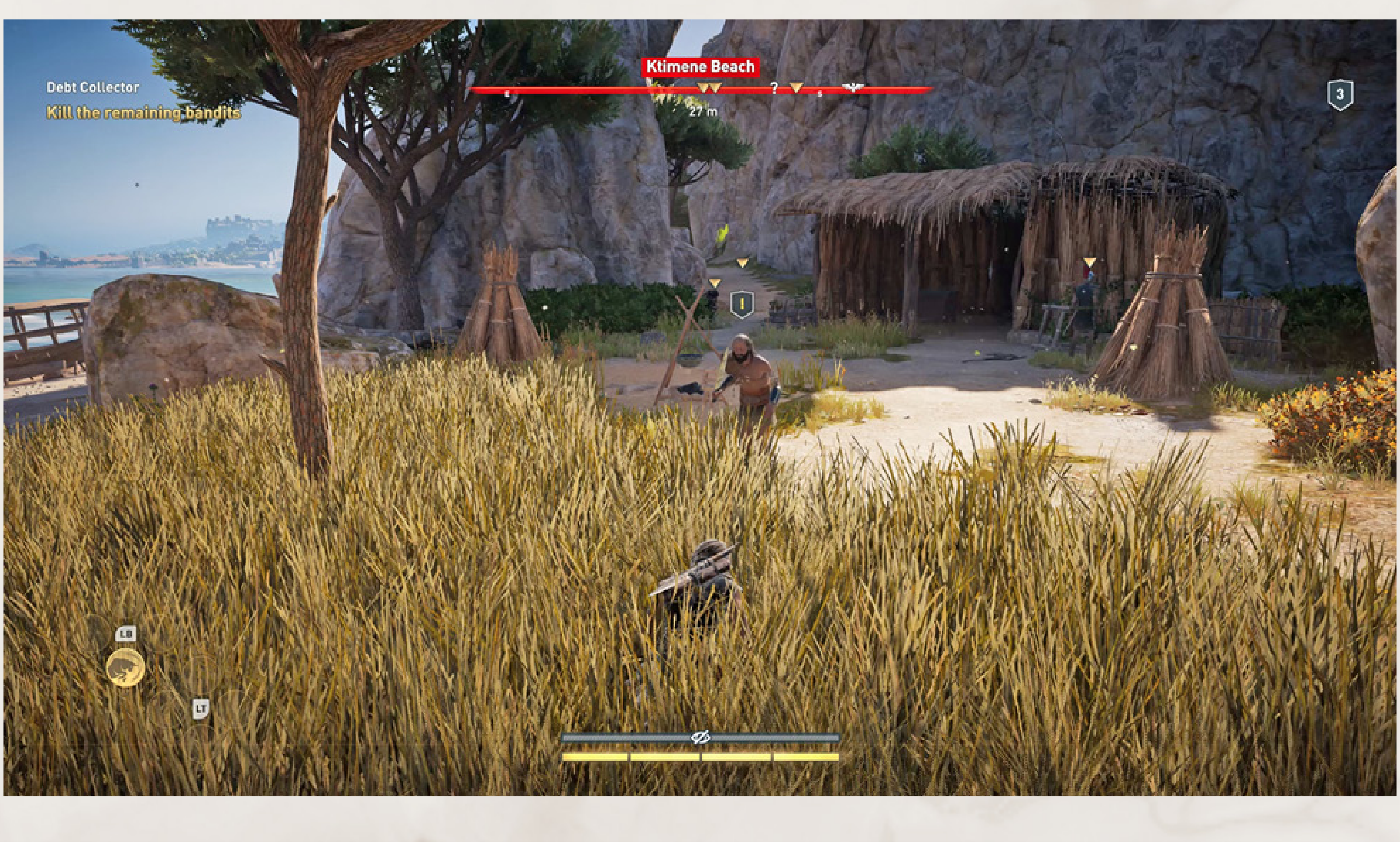
Stealth has always been a key (and fun!) component of *Assassin's Creed*. Use stealth whenever possible to increase your chance of success in any encounter.

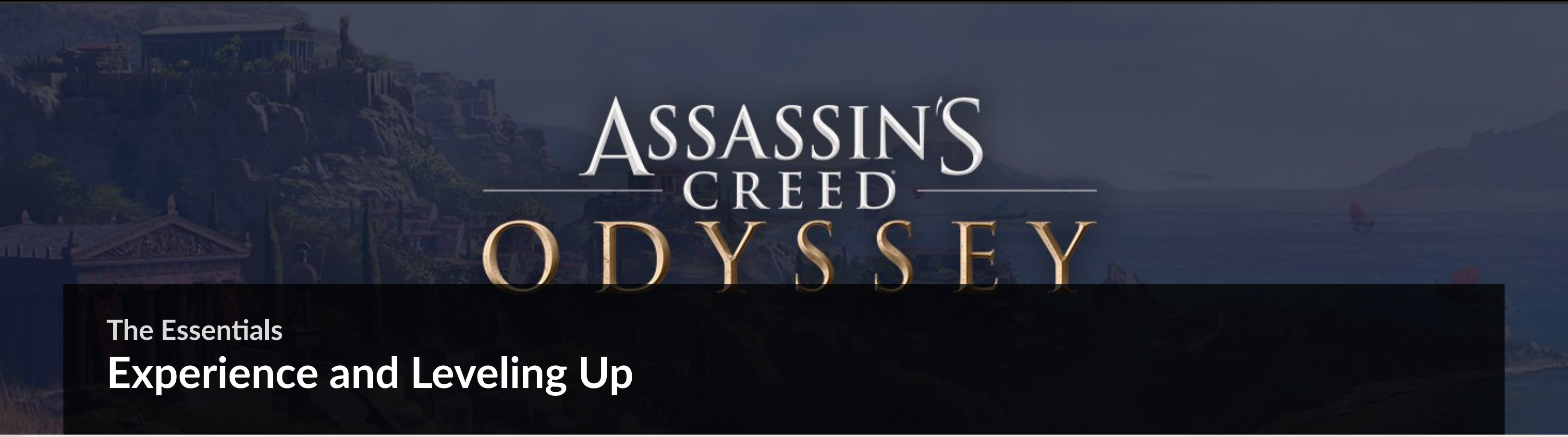


Certain areas provide great hiding spots: tall grass, shrubs, dark alcoves, and more. When you are taking cover in these spots, an eye with a slash through it appears in the middle of your health bar to let you know you're successfully hidden, and your body is shrouded in a white halo. From stealth, you can perform assassinations or use a ranged weapon on unsuspecting foes, as well as hide from enemy pursuit (as long as they don't see you enter your hiding spot, that is).

Another useful stealth tactic is hiding the corpses you create. Killing is an untidy business, and leaving the corpses of your enemies lying around for their comrades to find quickly raises suspicion. Once the suspicion level is high enough, foes will start actively searching for you, or even light a bonfire to call in reinforcements. To avoid this, pick up and carry the bodies to a hiding spot. You can also intentionally leave a body (or move one where it will be seen) if you want it to be noticed in order to force new patrol patterns. Employ this tactic to divide and conquer enemies when they are grouped together.

It is also extremely useful to single out an enemy. You can do this by whistling. This lets you divert the attention of a single enemy, often separating them from large groups. Once they are alone and in range, you can assassinate them without drawing the attention of the whole group.





The Essentials

Experience and Leveling Up

As you adventure, you earn experience (XP) by defeating foes, discovering locations, and completing other activities. Gaining XP allows you to level up, which in turn grants you one ability point. As you level up you can take on harder regions and enemies, revealing new quests that had previously been unavailable to you. Do not visit regions that are above your level range, as the enemies will be too difficult. The maximum level you can attain is level 50.

The Essentials

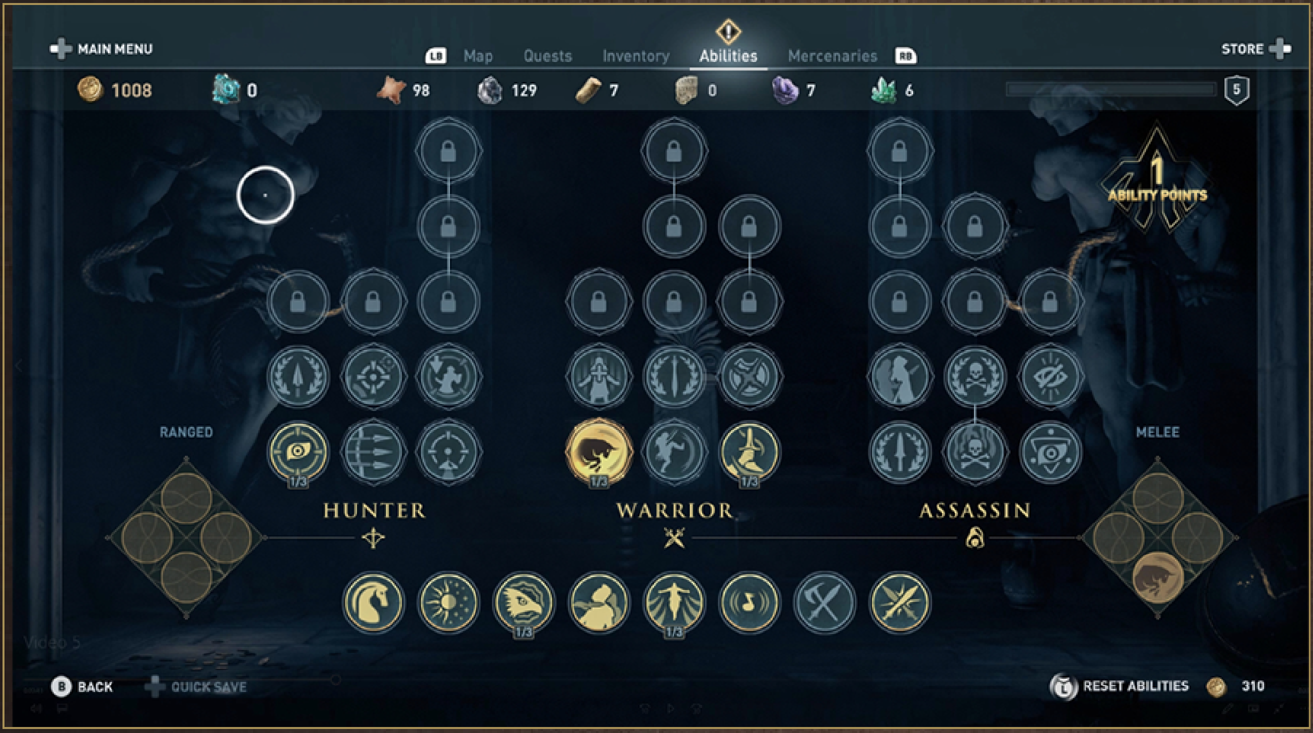
Ability Points

You earn one ability point for each level you gain. You can earn extra ability points by exploring Tombs and finding the Ancient Stele hidden within. It is possible to earn up to twenty-two of these extra ability points by completing every Tomb in the game. Ability points are used to purchase abilities in one of the three skill trees. How you spend your ability points defines how effective you are at certain tasks. Some abilities grant you active skills that dramatically increase your combat effectiveness. These abilities must be assigned in order to be used. Refer to the *Abilities* section of the *Reference* chapter for more detailed information.

Even if you make a mistake when choosing which abilities you want to spend your ability points on, or you just want to try new abilities, you can always respecialize (or respec) your character. For a small fee of drachmae you can refund all of your ability points. However, this price increases with each successive use, so use it sparingly.

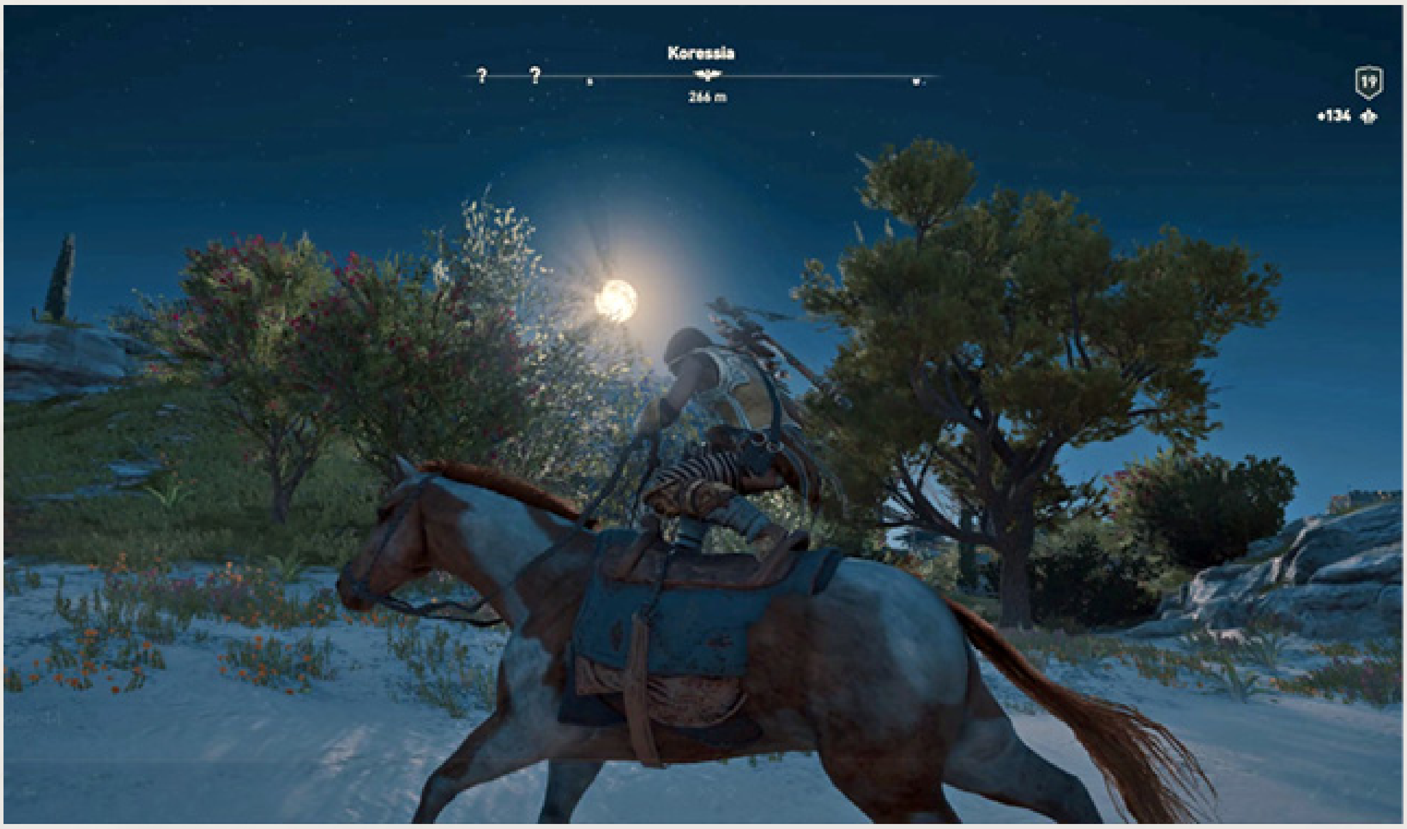
THE SPEAR OF LEONIDAS

At the beginning of your journey, the Spear of Leonidas provides four adrenaline segments to activate abilities. Some abilities cannot be upgraded until the spear is upgraded.


MAIN MENU
Map
Quests
Inventory
Abilities
Mercenaries
STORE
1008
0
98
129
7
0
7
6
5
1
ABILITY POINTS
RANGED
MELEE
1/3
HUNTER
WARRIOR
ASSASSIN
BACK
QUICK SAVE
RESET ABILITIES
310

Your Trusty Steed

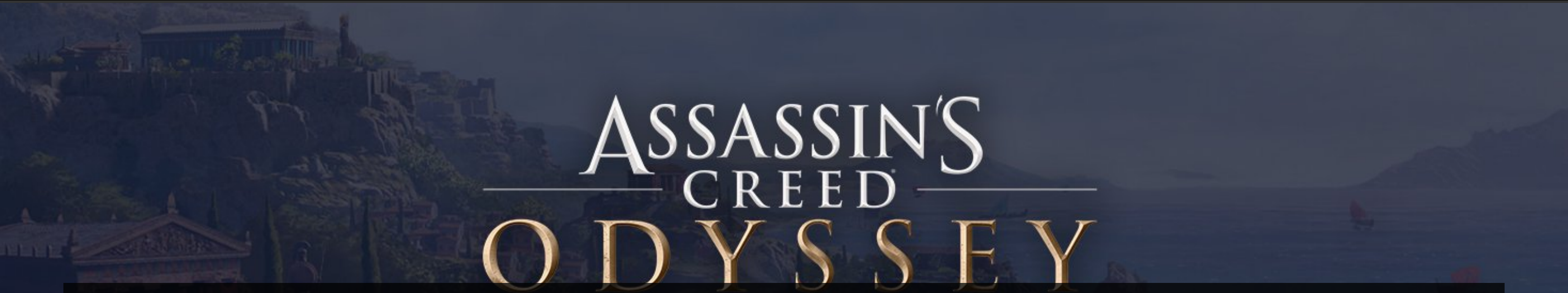
You gain your first mount, Phobos, soon after beginning your journey. Phobos lets you move across the landscape much more quickly than you can on foot. You can also command Phobos to automatically move to the nearest road or path and head toward your current quest location or waypoint marker. This is an excellent opportunity to control Ikaros to tag nearby locations, enemies, and points of interest. As the vast world of ancient Greece is filled with dangerous wildlife and unsavory characters, such as bandits, riding your steed is not only the quickest way to travel, but often the safest.



Fighting from horseback gives you great maneuverability and speed. You attack in the same manner you do when on foot, but with the advantage of being on a charging beast. If you stay on the move, it is also harder for you to be hit. Additionally, when you are on your mount you can stand on the saddle to leap into combat, surprising any targets in your path. However, keep in mind that you cannot use any abilities while on horseback.

RESTRICTIONS

You cannot put an engraving on an item that already has its benefit by default, even if that engraving would normally fit that piece of gear. For example, if an item has 7% Hunter damage already on it as one of its default perks, you cannot also place the engraving that boosts Hunter damage. Also, engravings of the same type do not stack. You will only get the benefit of one engraving of a certain benefit, even if you have that same engraving on two or more different pieces of gear.



The Essentials

Ikaros

Your eagle, Ikaros, is an extremely valuable companion. You can take control of Ikaros to recon the surrounding areas and find quest objectives, treasure chests, and more. When flying as Ikaros, hold down the left trigger to pause and look around the immediate area. When an enemy or special item is close to the center viewing reticle, a white circle appears (or gold circle if you're near the current quest objective). Move so that it shrinks toward the center reticle. Once you do, the enemy or item is tagged. This is extremely useful for tagging hidden treasures underground, indoors, or underwater, as when you are no longer in the open you cannot summon Ikaros.

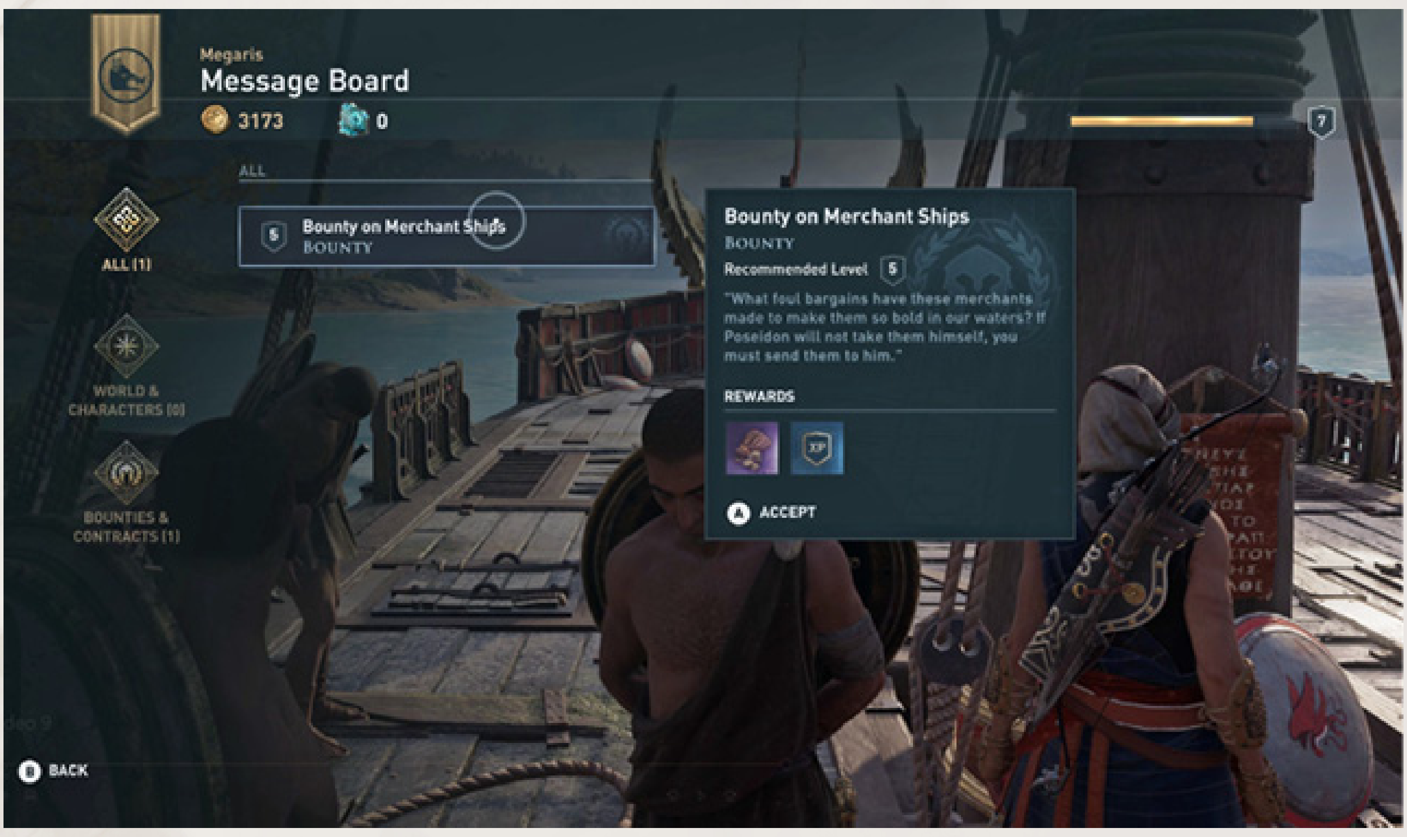
Ikaros is also very useful for scouting ships to see their type, level, and rewards. In addition, scouting with Ikaros lets you see the enemy archetypes, which is very useful when performing quests that require you to kill specific types of enemies.

While you are tagging enemies a white half circle near the reticle will appear, pointing you toward other nearby points of interest. If none appear then there are no more points of interest in the area. The precision of Ikaros's sight improves as you find and synchronize with more viewpoints in the world.

Ikaros not only is useful for tagging but also provides combat support by harassing and attacking enemies that you're focused on. This can provide an invaluable distraction when facing tougher foes. In addition, Ikaros can scout out recruits for your ship crew. Hover over an enemy in stationary mode to see what abilities they can provide to the *Adrestia*.

The Adrestia

Your journey takes you to many different islands, so it's necessary to have a ship. Once you leave your home island of Kephallonia, you have access to a ship. Head to the upper deck, where you can take command of your ship, steering it to your destination. You can either use the rowers, which is slower and useful for exploring locations and for combat, or you can bring in the oars and open up the sails to trigger travel speed. Travel speed is much faster and is useful for traveling long distances. When you approach major ports or harbors, you can have the ship automatically dock, allowing for easy transition to the mainland. If you are ever at any port that your ship is not docked at, you can summon your ship to that port. While on board, you can access ship-based missions from the message board located at the base of the main mast. Use these missions to gain valuable resources, experience, and money.



"What foul bargains have these merchants made to make them so bold in our waters? If Poseidon will not take them himself, you must send them to him."

Ship-to-Ship Combat

There are many vessels in the open water, not all of them friendly. Pirate ships will always attack you on sight. Merchant ships, on the other hand, have no combat capability. However, if you attack a merchant ship, you raise your bounty meter. If you are currently being hunted by a mercenary, they will pursue you out onto the open water with their own ship. The Athenian and Spartan navy ships will typically ignore you unless current quest objectives make them your adversaries.

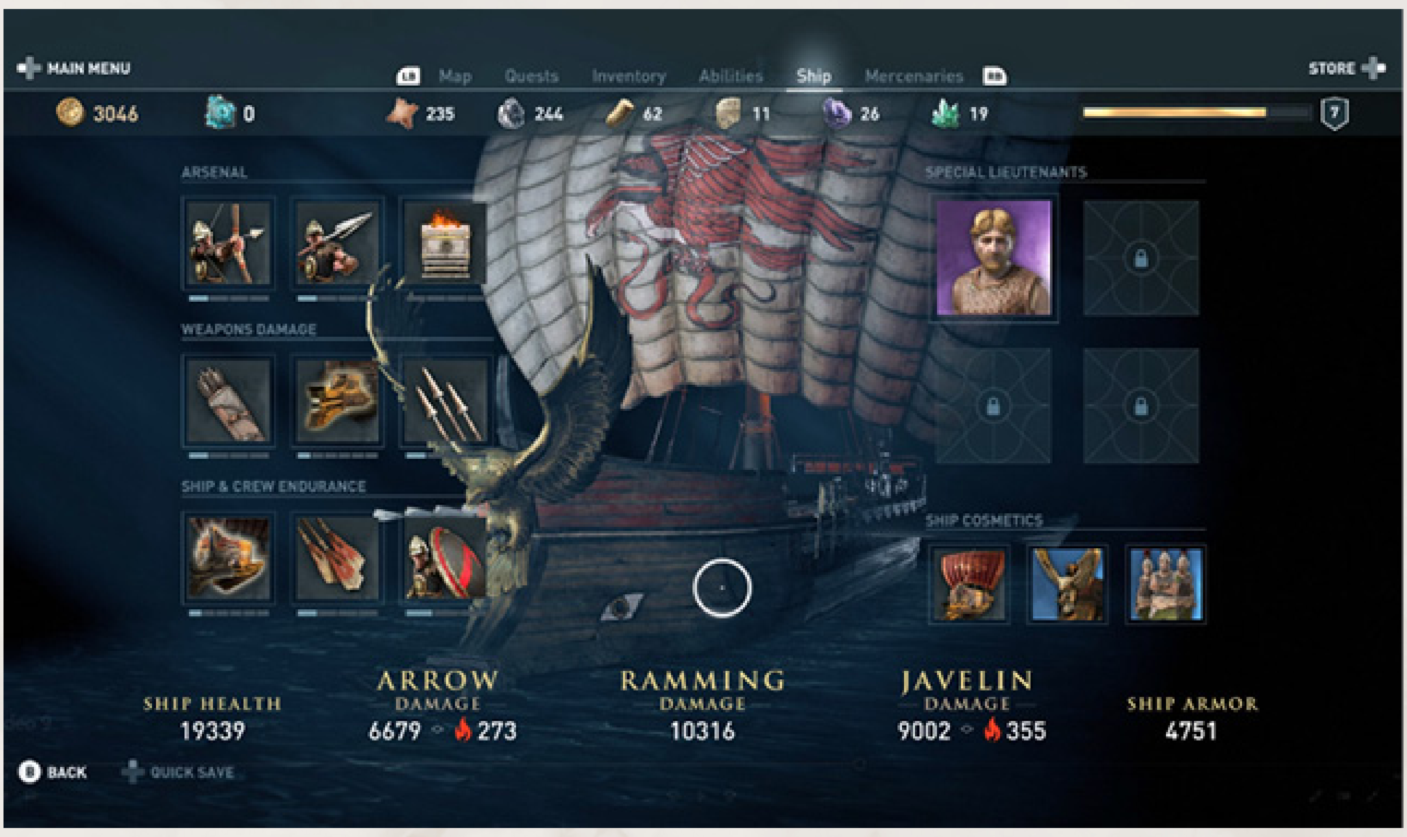
Ship-to-ship combat consists of two main tactics: ramming or attacking with your archers or javelin throwers. To ram an opposing ship, order your rowers to increase speed while aimed at the enemy's broadside. The rowers can only increase speed for a short time, so make sure you are close enough to effectively utilize this ability. You can instead choose to have either your archers or javelin throwers attack the ship. You can concentrate your javelin or arrow fire by holding the trigger. It takes a bit longer, but does more damage. Once an enemy ship is reduced to zero health, you can sink it by either ramming it or shooting it again. Sinking ships is a great way to gain valuable resources, which can be used to upgrade your equipment and ship.

If an enemy ship is attempting to ram you or shoot your vessel, you can brace for impact, lessening the damage your ship takes. However, the best method for avoiding damage is to simply not be in their firing angle. Maneuver your ship in such a way to avoid exposing your broadside to an attack. You can also use Boost to drift. This increases your ship's agility, letting you position for attack or defense.

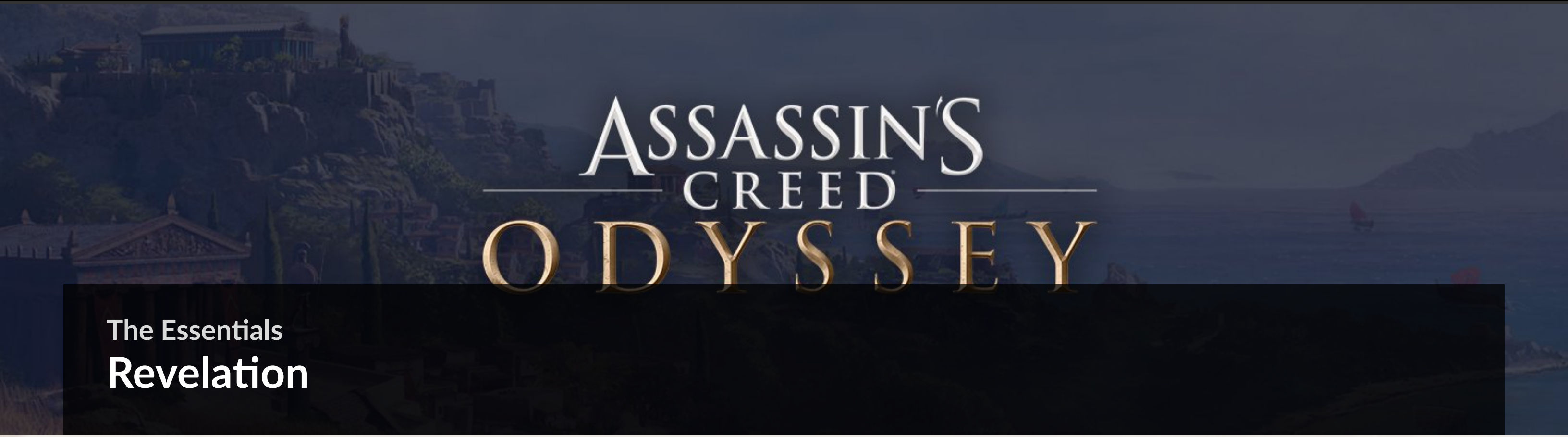
> To dodge a ramming enemy ship or its arrow fire you can turn rapidly by braking and turning at the same time. If you can maneuver to be parallel with a ramming ship, the damage is greatly reduced, while stopping short may save you from the brunt of an incoming arrow barrage.

Before sinking a ship, you can choose to board it once it is at zero health and has the anchor icon over it. Board a ship to claim whatever treasure it holds before sinking it to the bottom of the sea. However, you must defeat all the crew in combat. Stealth isn't an option here, so make sure your melee skills are up to the task. If you have any Lieutenants assigned to your ship, they join the boarding party. A successful boarding also regenerates your health. Once you've defeated the crew and claimed the ship's treasure, return to your ship and sink the enemy vessel.

Ship Menu



Although your ship is well equipped to handle early skirmishes, you'll want to spend the resources you've acquired to make the *Adrestia* truly formidable on the open waves no matter what you face. When you open the Ship menu, you'll see a vast amount of information on your ship's vital statistics and upgrade capabilities. You can upgrade your ship's damage capabilities, armor, and look. Once you complete the first few quests aboard the *Adrestia*, you are able to recruit special lieutenants who have passive abilities that improve your ship's capabilities. You can recruit these lieutenants by knocking out enemies in the world instead of killing them. Use Ikaros to view an enemy's potential ship bonuses when deciding whom to recruit. For more information, see the *Reference* chapter, which provides details on all of these upgrades.



The Essentials

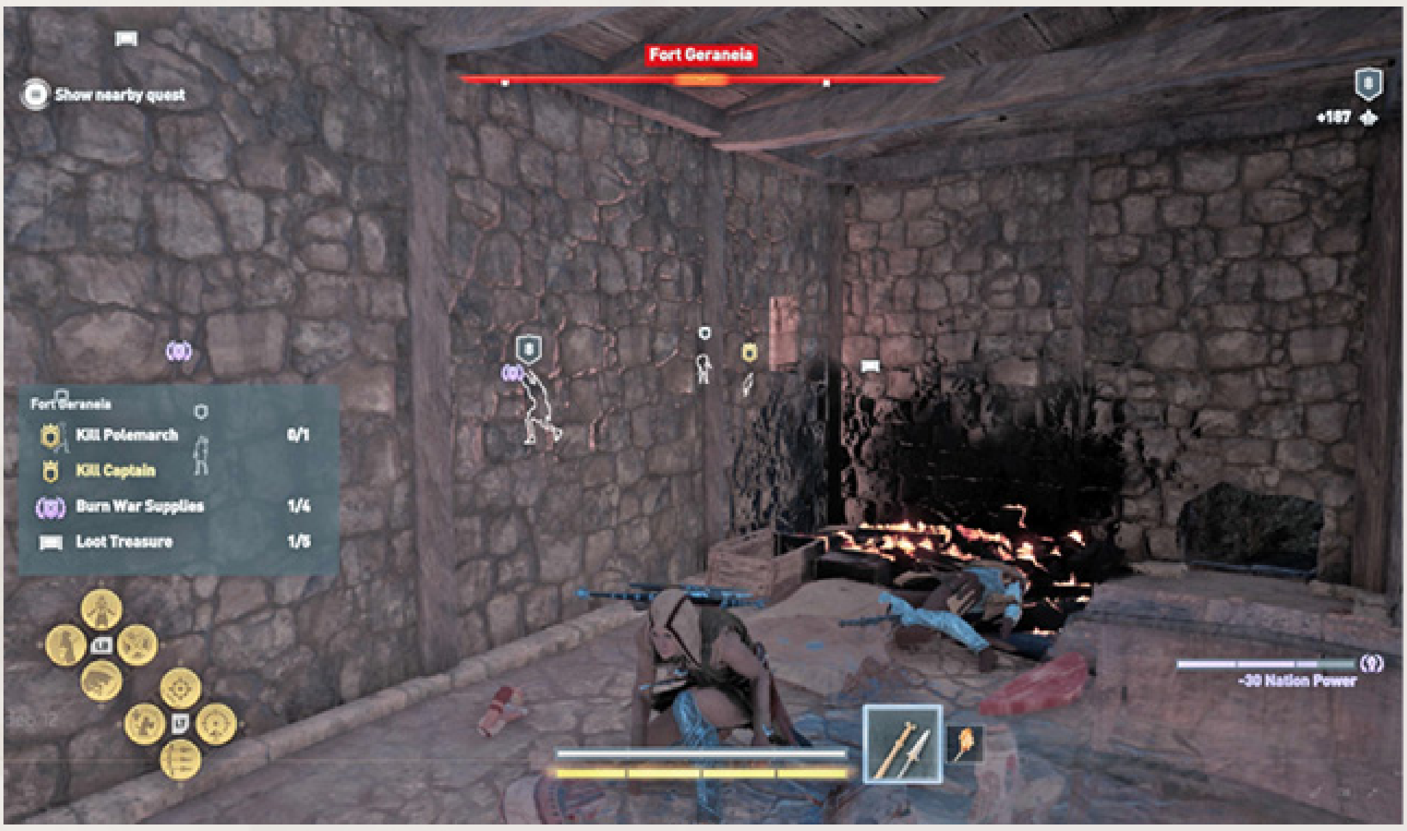
Revelation

The Revelation ability, which is unlocked in the Assassin ability tree, lets you detect nearby objectives and other important items. It's one of the first three abilities, so you can get it the first time you level up, and you should. Use this to find loot for easy identification. It is especially useful when making your way through dark areas like caves, ruins, and tombs. This ability has no cooldown, so you can use it as often as you like.

The Essentials

Discovering and Completing Locations

You can earn XP by discovering locations, many of which are marked by a question mark on the map and radar at the top of the HUD.



Moving close to any location reveals the location and grants you a small amount of XP. However, many other minor locations are not marked with a question mark, so freely exploring areas is a good idea to soak up as much XP aspossible.

Some locations can be completed to earn additional XP. Each location type is different and different locations of the same type can vary as well, but this table gives you a general idea of what to expect. When a location contains an Ainigmata Ostraka, you need to collect it to complete the location, in addition to completing the other objectives.

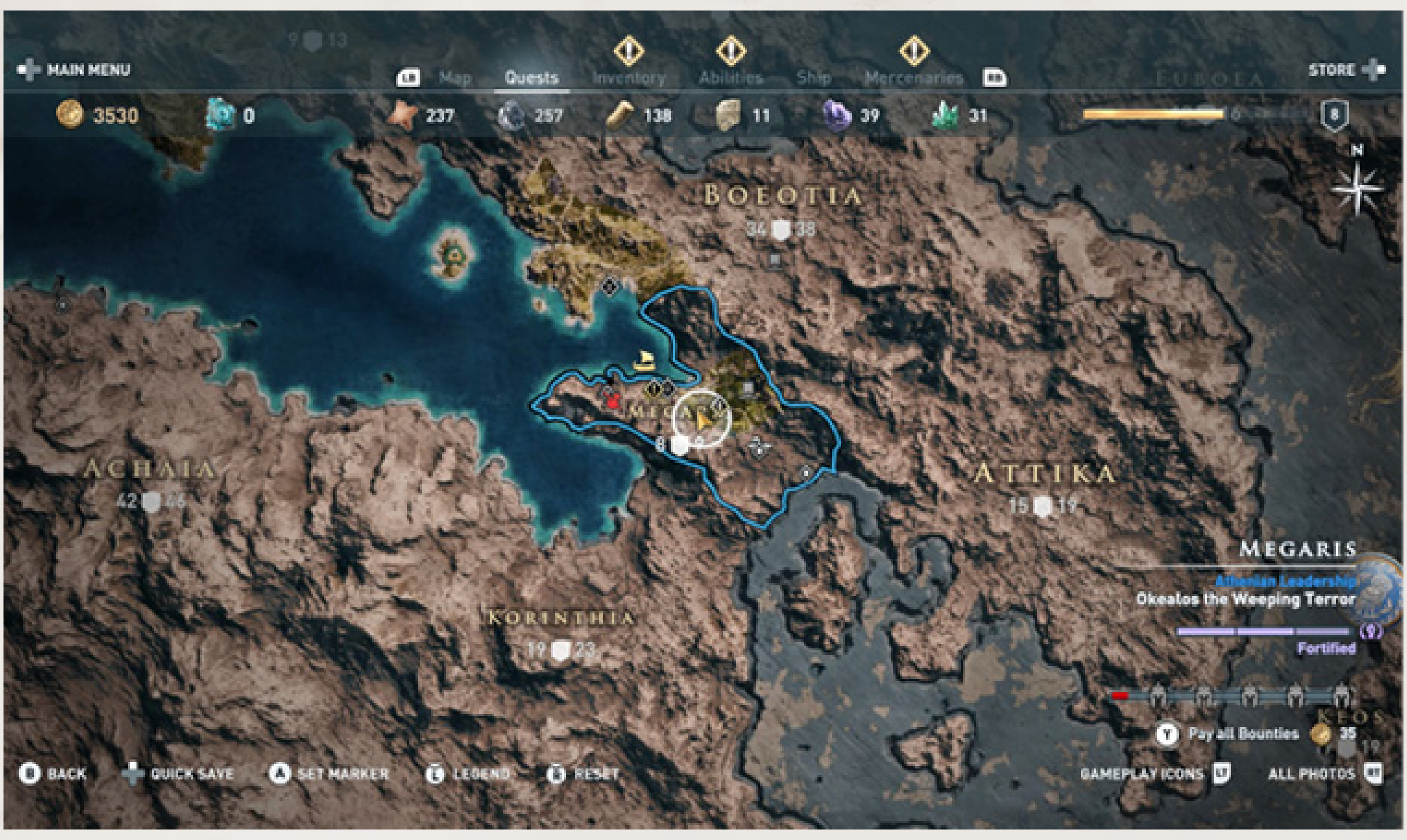
COMPLETING LOCATIONS

LOCATION TYPE	HOW TO COMPLETE
Animal Den	Kill eliteanimal.
Battleground	Join as either the attacker or defender and defeat the opposingarmy.
Camp	Kill specific enemies, free captives, and loottreasure.
Cave	Kill specific enemies and loottreasure.
Dwelling	Kill specific enemies and loottreasure.
Fort	Kill specific enemies, burn war supplies, and loot thetreasure.
Fortress	Kill specific enemies and loottreasure.
Leader House	Kill specific enemies, burn war supplies, and loottreasure.
Legendary Animal Den	Kill legendary animal from The Goddesses' Hunt Odysseyquest.
Military Camp	Kill specific enemies, burn war supplies, free captives, and loottreasure.
Mysterious Site	Loottreasure.
Port	Kill specific enemies, burn war supplies, and freecaptives.
Quarry Camp	Kill specific enemies, burn war supplies, loottreasure.
Ruins	Kill specific enemies, find the ancient tablet, loottreasure.
Temple	Kill specific enemies, burn war supplies, loottreasure.
Tomb	Find the ancientstele.
Underwater Location	Loottreasure.
Viewpoint	Climb to viewpoint andsynchronize.

War

Assassin's Creed Odyssey takes place during the Peloponnesian War. Greece is unstable, and the Spartans and Athenians are constantly at each other's throats. Being a mercenary, you can choose to side with either faction when exploring a region. Fighting in these conquests is a major element in the game and can offer great rewards for you whether you choose to help the attacking nation or the curren tone.

Nation Power


MAIN MENU
Map
Quests
Inventory
Abilities
Ship
Mercenaries
STORE
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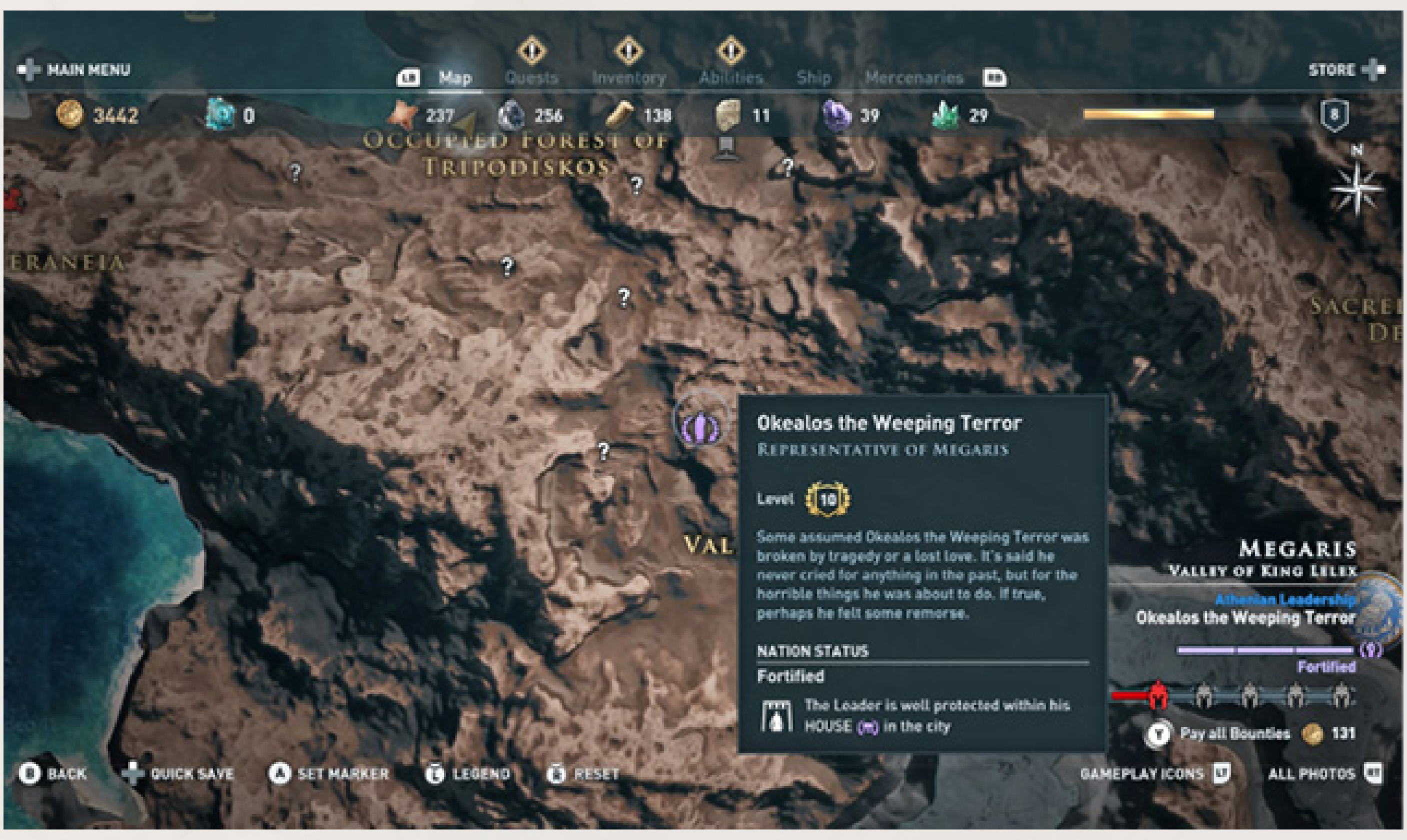
39
31
BOEOTIA
ACHAIA
ATTIKA
KORINTHIA
MEGARIS
Athenian Leadership
Okealos the Weeping Terror
Fortified
Pay all Bounties
BACK
QUICK SAVE
SET MARKER
LEGEND
RESET
GAMEPLAY ICONS
ALL PHOTOS

When you view the map and hover over a region, you can see who currently controls the region. Three bars under the nation's name represent that nation's power. When all three bars are full, the leader of the nation will be heavily guarded and nearly impossible to eliminate. To weaken a nation's power, simply attack soldiers of the nation that is currently in power, steal the national treasury, destroy grain silos and weapon racks, and burn war supplies found in forts, military camps, and the leader's house.

WHO'S IN CHARGE?

When you first enter a region you typically do not know who the current leader is or where they are. Scout with Ikaros in that region's major city and use the HUD radar to quickly locate them. Once you spot them you can learn what you are up against by identifying the leader, their level, and their current guard complement.


MAIN MENU
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OCCUPIED FOREST OF TRIPODISKOS
MEGARIS
VALLEY OF KING LELEX
Athenian Leadership
Okealos the Weeping Terror
Fortified
Pay all Bounties
131
BACK
QUICK SAVE
SET MARKER
LEGEND
RESET
GAMEPLAY ICONS
ALL PHOTOS

Okealos the Weeping Terror
Representative of Megaris
Level 10
Some assumed Okealos the Weeping Terror was broken by tragedy or a lost love. It's said he never cried for anything in the past, but for the horrible things he was about to do. If true, perhaps he felt some remorse.
NATION STATUS
Fortified
The Leader is well protected within his HOUSE in the city

Once all three of the nation's power bars are empty, the leader's level lowers, and they are left exposed, with few or no guards providing protection. This makes assassinating them a trivial matter. Once the nation's power is low, you can join a battleground on either side to determine the fate of the region.

Battlegrounds

When a battleground is a available there are two locations you can visit to join in the conquest of the region. If you choose to join the attacking nation, the upcoming fight is harder but you receive more rewards when you succeed. If you choose to instead help the defending nation, you receive fewer rewards but the conquest battle is much easier.

After you decide which nation to side with, talk to the commander at the battleground of your choice to initiate the fight. Doing this transports you to the ongoing battle between the nations. There are tons of enemies and allies on the screen, and you can choose to attack any enemy currently engaged with your ally. However, at least two enemies always break from their combat to constantly harass you during this fight.

Battle for Power

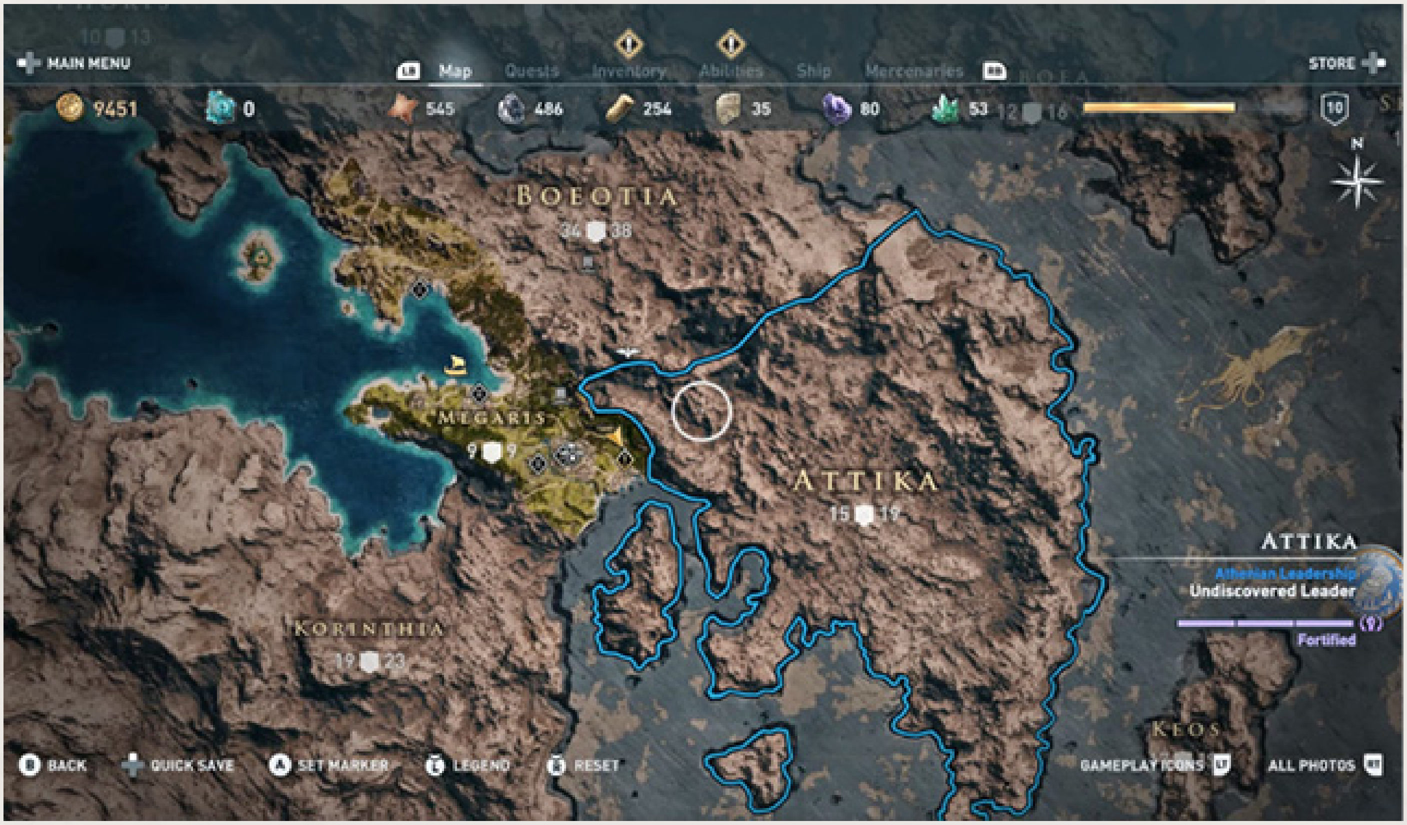
As the battle starts you can see each nation's current strength at the top of the HUD, represented by two bars. As soldiers get defeated these bars are depleted. Once one of the bars is reduced to nothing, that army is defeated and the other army wins the battle.

To ensure that your side wins the conflict you should avoid fighting normal soldiers whenever possible and hunt elite soldiers. Defeating the elite soldiers significantly lowers the enemy's army strength, and regenerates your own health. During some battles you may also encounter an enemy army hero (who is a mercenary). If an enemy hero is on the battlefield, focus all your efforts on defeating that foe, who is a much greater threat than regular or elite soldiers.

Succeeding at this battle (by reducing the enemy army strength to zero) grants you random epic gear equal to your level. If you were part of the attacking nation you are awarded two pieces of gear, while fighting for the defender offers only one piece of gear. Once the battle is resolved, the victorious nation takes power in the region and a new leader is assigned.

The Essentials

The Map and Fast Travel


MAIN MENU
Map
Quests
Inventory
Abilities
Ship
Mercenaries
STORE
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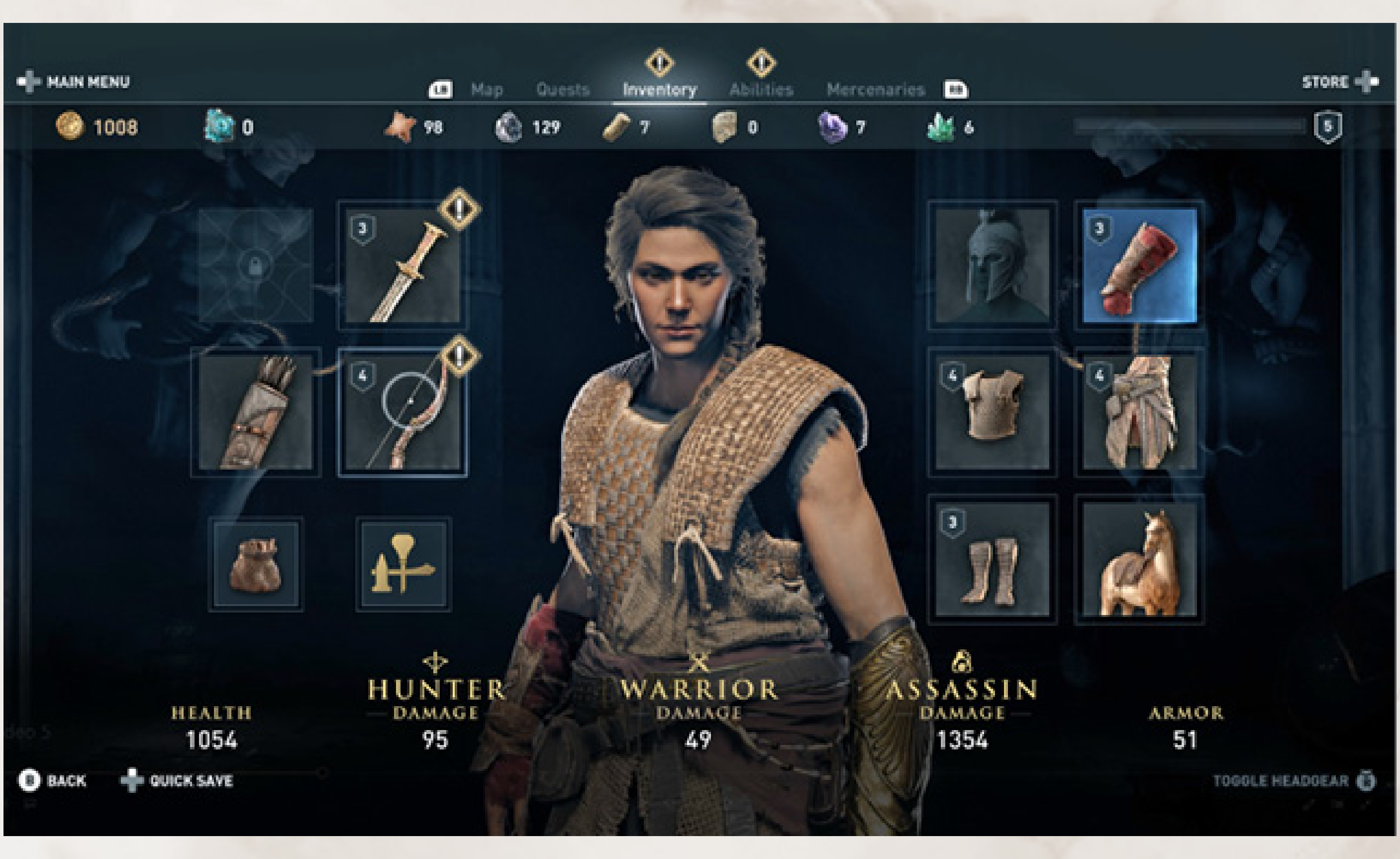
80
53
10
N
BOEOTIA
34 38
MEGARIS
9 9
ATTIKA
15 19
KORINTHIA
19 23
ATTIKA
Athenian Leadership
Undiscovered Leader
Fortified
KEOS
BACK
QUICK SAVE
SET MARKER
LEGEND
RESET
GAMEPLAY ICONS
ALL PHOTOS

Open up the map to see the entire game world. Zoom out to see all the different regions and islands. From this view, you can see the relative strength of enemies and animals you would encounter in that region. This helps identify which locations you can safely travel to. Each region has a level range of enemies. The number to the left of the shield is the minimum level of enemies; the number to the right indicates the maximum enemy level. However, once you exceed the minimum level of a region, your level becomes the minimum level for that region. This will exceed its starting maximum level as well.

You can fast-travel to several locations, such as viewpoints and mysterious sites. Once you've synchronized with a viewpoint location, you can fast-travel there as well. Fast travel is not available when you are in combat or when in a restricted area, marked by the red compass.

The Essentials

Inventory



Your Inventory menu displays the number of each item you currently possess. To see more information on an item, highlight it. For more details on individual items, see the *Reference* chapter.

INVENTORY ITEMS

ITEM TYPE	DESCRIPTION
Trade Goods	Only used for selling to merchants. Found when looting enemies or smallcontainers.
Arrows	Ammo for your bow. Looted from enemy archers or arrow stands atlocations.
Resources	Gathered in the wild or from sinkingships.
Quest Items	Permanently in your inventory; earned when completing Odysseyquests.
Documents	Ainigmata Ostraka clues. Found inlocations.
Orichalcum Ore	Rare ore of a legendary metal. It can be traded for legendary items in Phokis. Sometimes earned by completing war contracts and message boardquests.

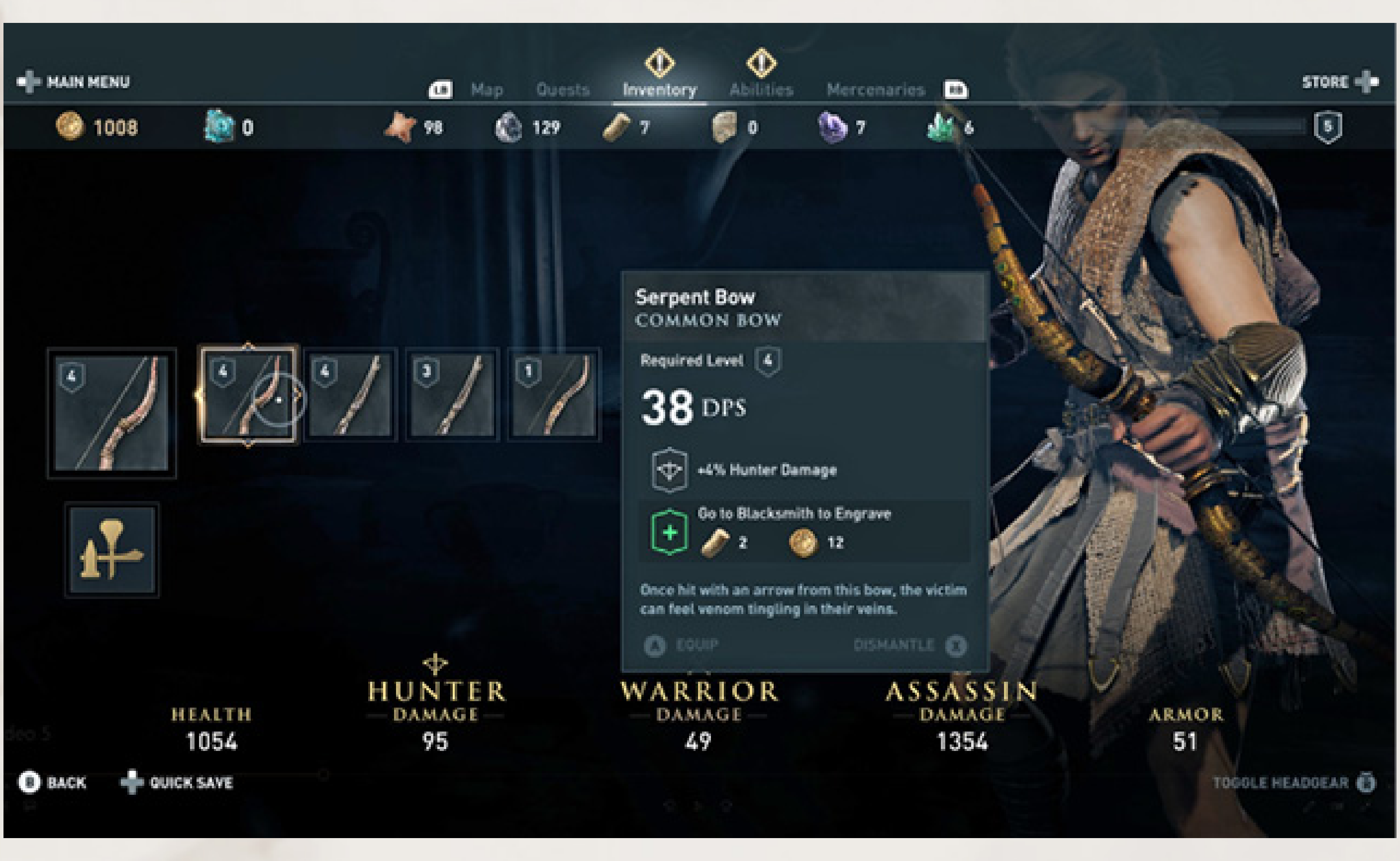
EQUIPMENT

You have a plethora of weapons and armor from which to choose as you make your way through *Odyssey*. While your ranged options are limited to one type of bow, there are six melee weapon types. Each of these types has its own strengths and weaknesses, causing you to approach combat in unique ways, depending on your chosen weapons. As all weapon types are viable, test them all out and choose which one fits your play style the best.

At the beginning of your journey, your combat options are extremely limited to only a starting melee weapon. After you complete the first few quests and several encounters, your choices open up quite a bit, allowing you to customize.

You can increase weapon damage by finding new weapons, leveling up, engraving, upgrading at a blacksmith, or by purchasing abilities with ability points. The level of equipment you can purchase from blacksmiths or get from chests or other containers is dependent upon your level. Equipment looted from enemies is based on a range, linked to their level. Even if you kill a higher level enemy and it drops equipment higher than your level, you cannot equip it until you reach the item's level.

GEAR



Serpent Bow
COMMON BOW
Required Level 4
38 DPS
+4% Hunter Damage
Go to Blacksmith to Engrave 2 12
Once hit with an arrow from this bow, the victim can feel venom tingling in their veins.

As you progress through the game, you can utilize many different types of weapons and armor. You can see the gear you have equipped on the Inventory screen. There is no limit to the amount of Documents and Quest Items that you can have, but your gear is limited to 350 pieces. To see additional gear of a certain type, select that slot to bring up all the gear of that type for you to equip.

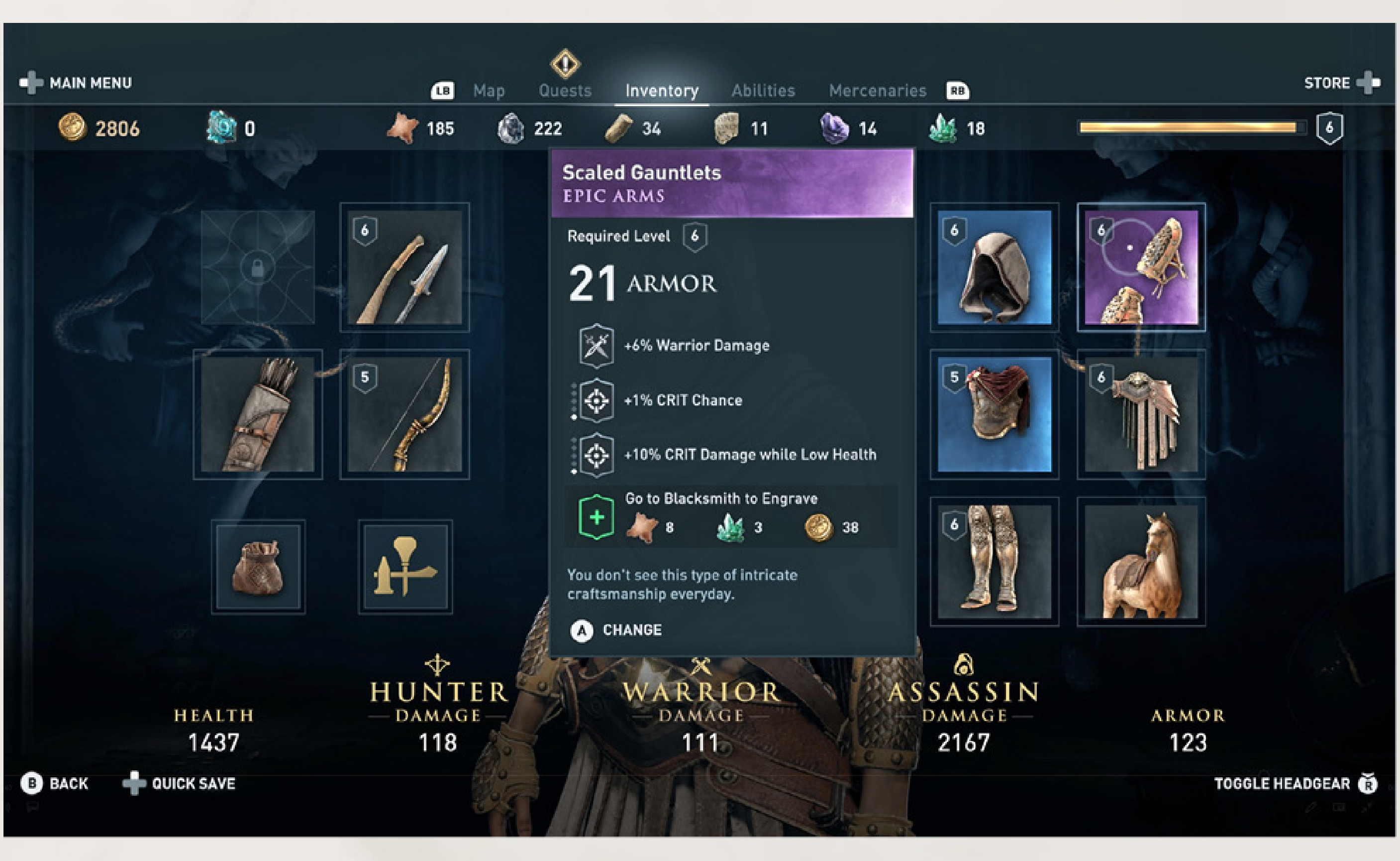
> **LOOKIN' GOOD**
>
> Toggle your headgear off if you want to see your character's face during battles or cut-scenes, rather than your equipped helm.

Weapons, quiver, your browse bag, and the engravings list are to the left of your character portrait, while armor and your mount are to the right. You can press the D-pad to the right to quickly switch between your two equipped weapons, once you have the Man at Arms ability at level 15. Additionally, by holding to the right on the D-pad, you can switch to a torch to light your path in dark areas. Once you have earned the Arrow Master ability, you can switch your arrow type (such as paralyzing, fire, poison, or explosive) quickly by pressing left on the D-pad.

Below your gear, along the bottom of the screen, are all of your vital statistics: Health, Hunter Damage, Warrior Damage, Assassin Damage, and Armor. Health is the amount of damage you can sustain before you become desynchronized, while Armor mitigates incoming enemy damage.

Hunter Damage affects all bow-based attacks and abilities. Warrior Damage affects all melee weapon attacks and abilities. Assassin Damage affects abilities only while in stealth, specifically using the Assassin skill or abilities.

To increase these stats, it is vital to maintain upgraded gear equal to your level. Certain abilities and overpower skills increase the base damage of their respective tree. Another way to increase the damage output of these three stats is by equipping gear that boosts the damage of those types. The effect of these boosts is cumulative and can be further increased by engraving the item at a blacksmith with one of the engravings you have unlocked. For additional information on gear, see the *Reference* chapter.

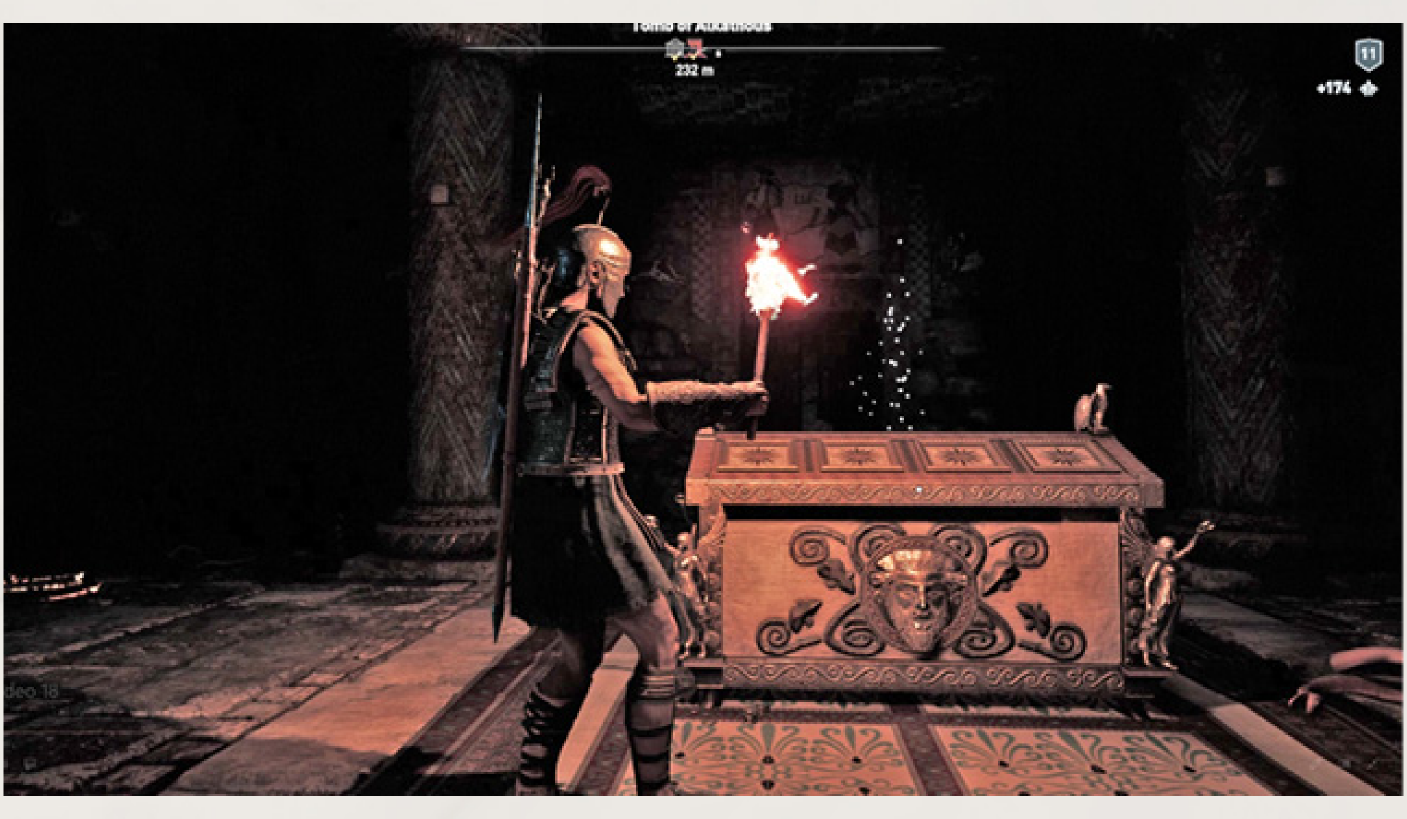


Scaled Gauntlets
EPIC ARMS
Required Level 6
21 ARMOR
+6% Warrior Damage
+1% CRIT Chance
+10% CRIT Damage while Low Health
Go to Blacksmith to Engrave 8 3 38
You don't see this type of intricate craftsmanship everyday.

QUALITY

All gear falls under one of four quality types, from least powerful to most: common, rare, epic, and legendary. There is a vast difference between gear of the same level based on its quality. Base damage and armor of a piece of gear are increased relative to its quality level. Typically, common gear has one attribute. Rare gear has two; epic has three. Legendary gear has two plus either one Legendary perk if it is a weapon, or one set bonus perk if it is armor. Finally, each type allows you one Engraving slot to put whatever perk you have unlocked into that piece of gear at a Blacksmith.

> **LEGENDARY HERO**
>
> To find legendary items, you must scour the land, adventuring in even the most remote and dangerous locations to uncover legendary chests. Another way to obtain legendary gear is by defeating mercenaries when a bounty is placed on your head, or by hunting the mercenaries.



Treasure chests come in the same four quality types. These are easily identifiable by the amount of extravagance seen in their design. Common chests are often plain wood, while legendary chests are heavily embellished. The type of chest you loot is relative to the type of item found inside.

ARROWS

You start with basic arrows, which can be crafted with piece of one olive wood. As your journey progresses and you are able to purchase levels in the Arrow Master ability, you gain access to more powerful arrows that cause status effects. Note: Many active abilities do not allow you to use the various arrow types until the abilities are upgraded to their second and third tiers.

PARALYZING ARROWS

2 Olive Wood, 1 Soft Leather

Due to a rounded tip, paralyzing arrows do less damage but can knock out a target. This can be extremely useful when looking for a lieutenant to recruit for the *Adrestia*. The target won't be killed and can be recruited afterward.

POISON ARROWS

3 Olive Wood, 3 Soft Leather

When firing a damaging attack, poison arrows begin to inflict poison damage. When you hit an enemy with a poison arrow, a meter appears overhead. With enough successive, successful shots the meter fills and the enemy is then intoxicated. Intoxication inflicts damage over time and weakens the damage and armor of the enemy, making each successive attack more powerful. By taking the Poison Mastery ability in the Assassination tree, you can build up poison and trigger intoxication much faster.

FIRE ARROWS

3 Olive Wood, 3 Iron Metal

When you fire a damaging attack, fire arrows begin to inflict burning damage. When you hit an enemy with a fire arrow, a meter appears overhead. With enough successive, successful shots the meter fills and the enemy is then burning, which inflicts a large amount of damage over time. By taking the Fire Mastery ability in the Warrior tree, you can trigger the burning effect much more quickly.

EXPLOSIVE ARROWS

5 Olive Wood, 2 Iron Metal, 2 Soft Leather

A sulfur mixture near the arrow's tip results in a devastating impact. Explosive arrows hit all enemies in a small area of effect from where your arrow impacts and begins to apply the burning effect. These arrows are great for setting multiple enemies on fire or for blowing up oil vases for even more fire damage. By taking the Fire Master ability in the Warrior tree, the burning effect is applied much faster.

DEATH ARROW

6 Olive Wood, 6 Iron, 4 Soft Leather

The Daughters of Artemis teach you the secrets of how to craft this arrow after you defeat your second Legendary Animal. A Death Arrow inflicts 100% more damage than a normal arrow. Even though this arrow requires a lot of resources it is invaluable when facing the toughest of foes.

> **FIRE**
>
> Early on, before you have the ability to craft fire arrows or have the Flaming Attacks melee ability, it is possible to light enemies on fire by throwing or swinging your torch at them. If you choose to throw the torch, know that it has a very short range, so make sure you are close to your target.

Port of Nisaia
Show Location Objectives

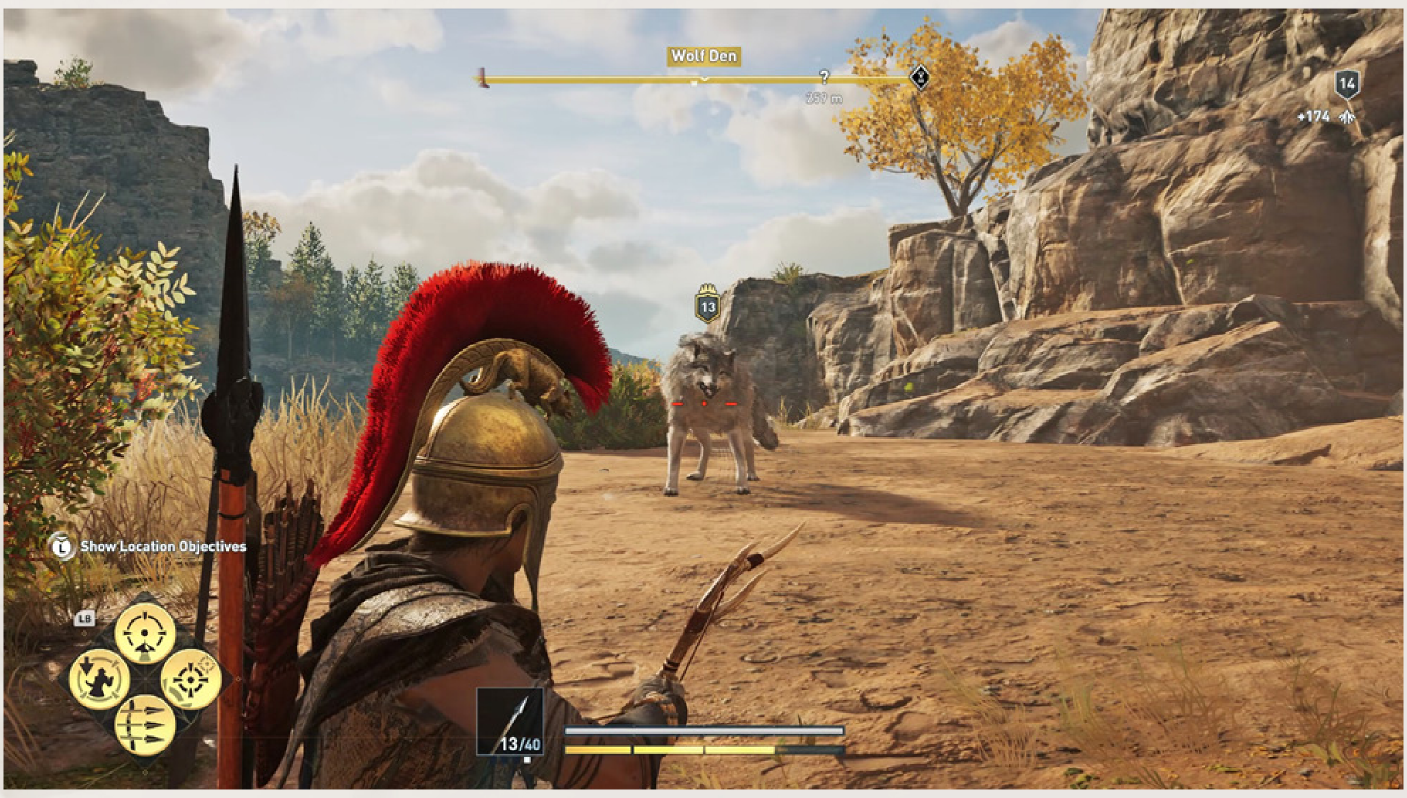
> Be on the lookout for large red vases. These contain flammable oil and can cause significant damage if you light them on fire once they are broken open. Another way to differentiate them from regular containers is noting that instead of looting them, you can only pick them up.

Animals

The Greek isles are filled with many different types of animals, which you can hunt for resources. While some pose no threat, predators that catch you unaware can quickly overwhelm you, especially if you are already engaged with other enemies.

HUNTING ANIMALS

Whenever your adventures take you out into the wild, or when you are swimming in open waters, it is worth your time to hunt the local wildlife in your area. All animals provide soft leather, and they also have varying qualities of trade goods, which you can sell to the blacksmith to supplement your income. The tougher the animal, the more soft leather you receive for defeating and looting it. Ikaros can be used to tag local wildlife, making it much easier for you to hunt and not get ambushed.



PREY

Most prey can be taken down fairly easily, and these animals are a good source of soft leather and cash. Most prey will flee if you don't take them down with your first attack, so be ready to dispatch them quickly. However, some animals are defensive by nature and will attack you if you attack them. You can also find the corpses of prey animals that have been taken out by another predator. When you find these, be sure to loot them for valuable resources.

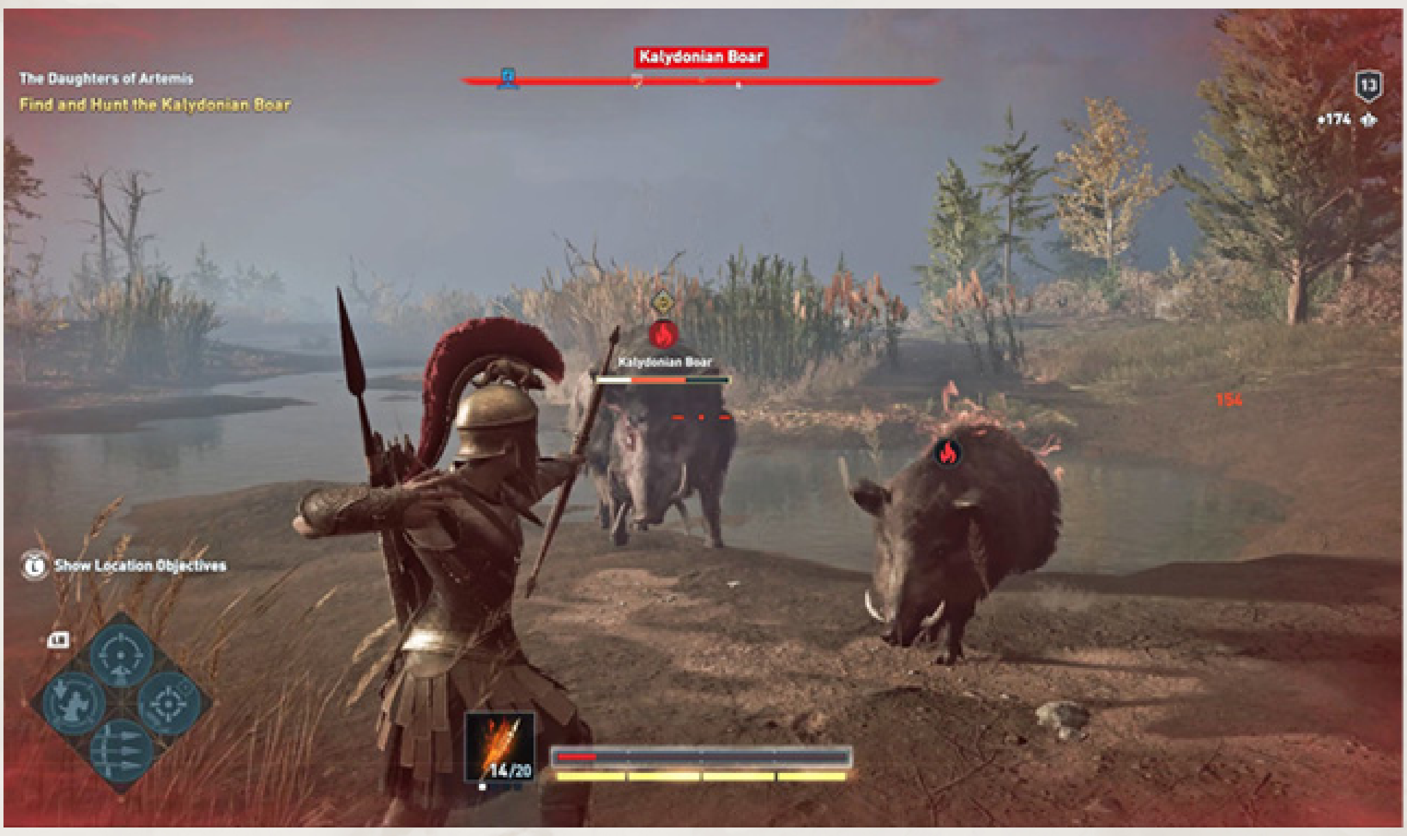
PREDATORS

Predators attack you as soon as they are aware of your presence and can be ferocious foes. To avoid their attacks, it is best to find a safe spot from which to fire at them with your bow. Also avoid large groups of predators, as facing more than one or two can be detrimental to your continued survival. However, not all predators are equal. While facing a small group of wolves is easily survivable, trying to fight multiple lions or bears is near-suicide.

When raiding a location, instead of human prisoners in cages you sometimes come across caged predators. This is an excellent opportunity to unleash chaos in an enemy camp. Simply free the beast from a safe distance and watch as the enemies scramble, attempting to survive its wrath.

LEGENDARY ANIMALS

When you travel to Phokis, your journeys take you to the Temple of Artemis. There you can begin an Odyssey quest, The Goddesses' Hunt. Once you have these quests to hunt each of these legendary animals, their locations are made available to you on the map. Many of these are far out of your level range to start. Completing these quests earns you legendary items.



TAMING ANIMALS

With the Beast Master ability, which you can get at level 10, you can tame one wild animal. At first, you can only tame wolves. However, once you upgrade this ability one time, you can also tame leopards, lions, and lynx. When you upgrade it again, you can also tame bears. However, keep in mind that you can never tame elite or legendary animals.

The Essentials

Exploration

There is plenty to do outside of the main Odyssey quests and numerous side quests. This table lists some of these activities and where in this guide you can find additional information on them.

ACTIVITIES

ACTIVITY	DESCRIPTION	CHAPTER WHERE COVERED
Hunt Legendary Animals	Defeat a specific animal.	Side Quests
Hunt Cultists	Find clues, reveal and defeat a specific cultist.	Activities
Bounties	Complete a message board quest.	Side Quests
Conquest Battles	Choose a side and defeat the opposing army.	Essentials
The Arena	Battle waves of soldiers, followed by one of five bosses.	Activities
Mysterious Sites	Upgrade the Spear of Leonidas.	Main Quests
Mercenaries	Hunt down mercenaries to gain legendary gear.	Essentials, Activities
Destabilize a Region	Burn war supplies, steal national treasury, defeat occupying soldiers.	Essentials
Tombs	Find the ancient stele.	Activities
Ainigmata Ostraka	Find the texts and solve the riddle to receive an engraving.	Activities

CRAFTING

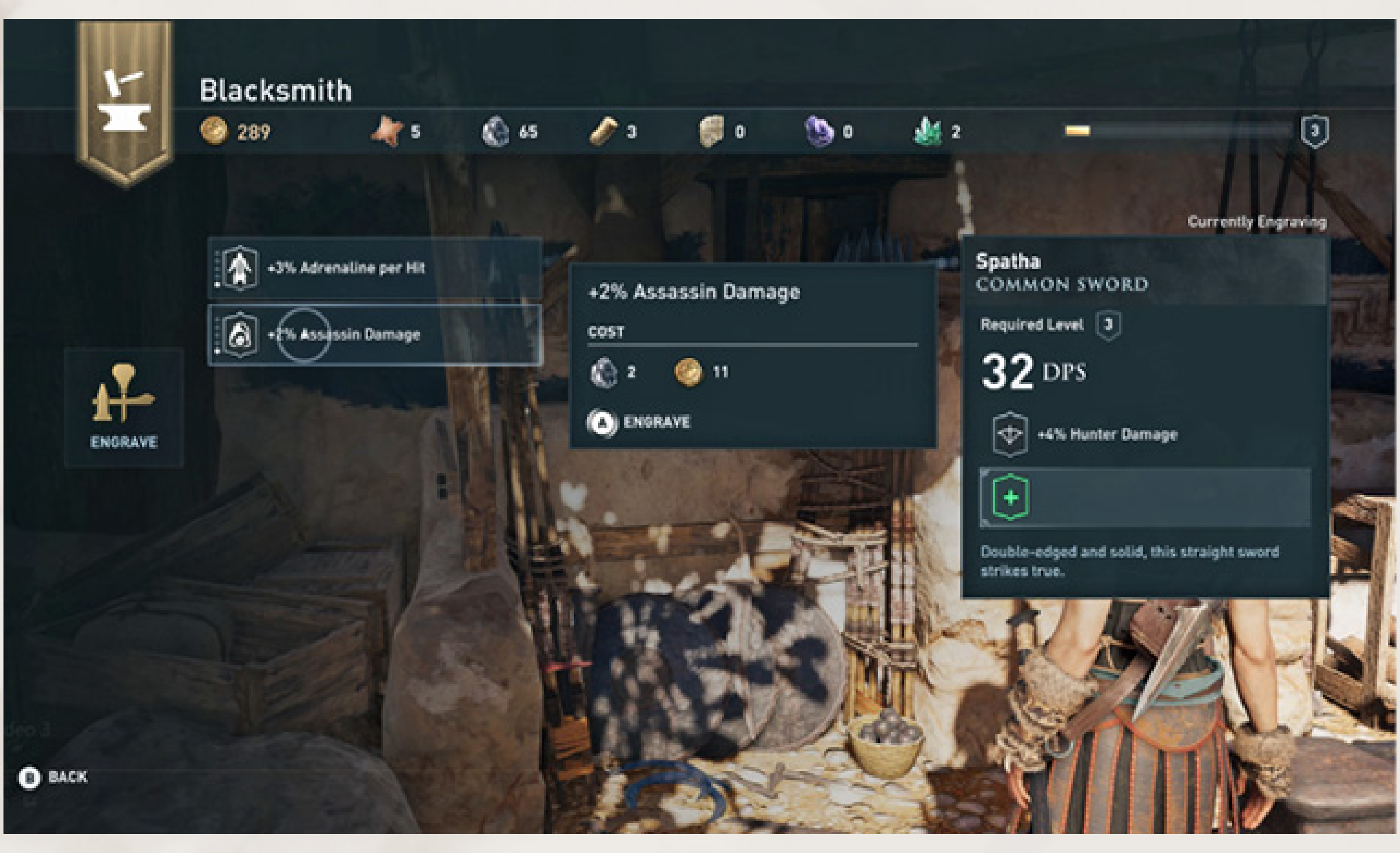
Crafting plays a significant role in keeping your character equipped with specialty arrows, upgrading your gear, and upgrading the *Adrestia*. Collect resources from the environment, from containers, by dismantling your unwanted gear, and by sinking enemy ships. Gear of a higher tier grants more resources when dismantled. Sinking ships grants a large quantity of resources.

Upgrading your gear and the *Adrestia* costs a significant amount of resources for each level of upgrade. It is very difficult to have enough supplies to upgrade all of your gear. Focus on legendary items that benefit your play style so you have enough materials left over to keep the *Adrestia* in fighting strength.

BLACKSMITH

There is a blacksmith in every large town where you can buy, sell, upgrade, and engrave your items. The items available for purchase are always within one to two levels of your current level. Keep in mind you cannot equip items that are above your level. The blacksmith sells a variety of items of various quality. You can also purchase different mounts and crafting materials. When you select the Sell option, there is a choice to Sell All Trade Goods. These items are only valuable for earning drachmae, the in-game currency. Unless you are really hurting for money, you should never sell gear but should instead dismantle it.

Upgrading your gear at the blacksmith requires not only drachmae but also large amounts of crafting materials. However, if you have specific gear that you really like using, this is the only way to keep that gear relevant as you progress on your journey.



Double-edged and solid, this straight sword strikes true.

Each item has only one slot available for engraving, regardless of its quality or level. The blacksmith will put an engraving that you have unlocked onto a piece of gear for a small amount of resources and drachmae. You should always engrave each piece of gear you have, and it should be tailored to take advantage of your current gear and abilities. Engravings become more powerful as you unlock them by completing challenges.

OIKOS OF THE OLYMPIANS

The blacksmith isn't the only vendor you encounter. You can trade with Sargon, at the Oikos of the Olympians in Kirrha, in the Phokis region. Here you trade orichalcum ore for valuable epic and legendary gear for you or the *Adrestia*.

VIEWPOINTS

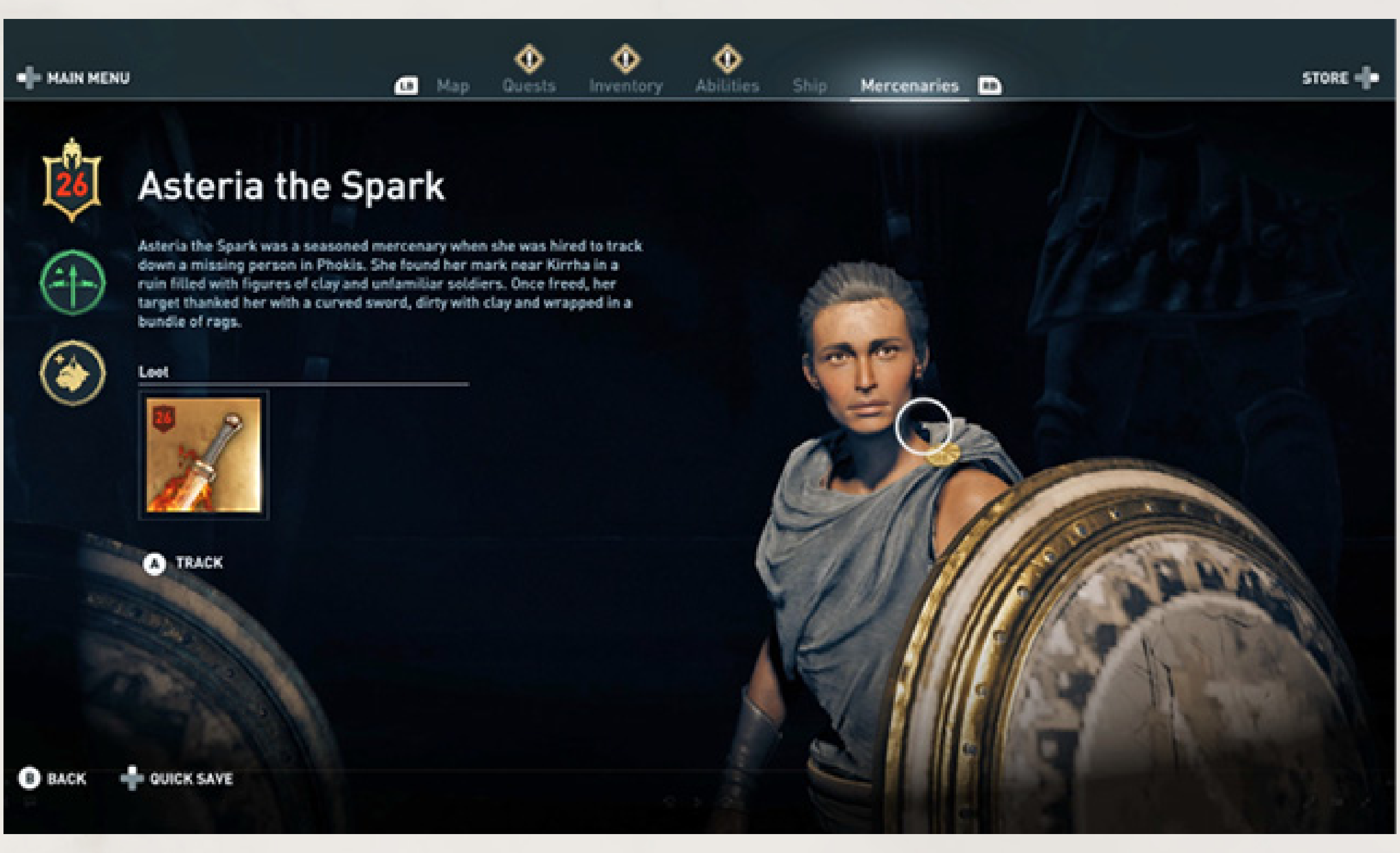
There are numerous viewpoints across the land and multiple viewpoints in each region, so be sure to grab all of them. Once you reach a viewpoint, hold the loot button to synchronize with it, earning XP. This also allows you to fast-travel to the location, reveals nearby locations, and allows Ikaros to increase his ability to target enemies and treasure. As a bonus, each viewpoint offers a Leap of Faith location to quickly and safely descend.

TAKING PHOTOS

If this is enabled under Main Menu/Options/Gameplay, you can press both the left and right analog sticks to snap a picture. These photos are then accessible from the Map screen. You can also share your photos with the community and view theirs as well.

MERCENARIES

You aren't the only mercenary traveling the Greek isles. Mercenaries always start off undiscovered, so you can't learn anything about them in the Mercenaries menu. Mercenaries have their own agenda and travel the land. When one is nearby, you see a helmet icon on your map and radar. If you use Ikaros to target the mercenary, or if you get close to one, the mercenary becomes discovered in the menu, where you can review all of the relevant information.

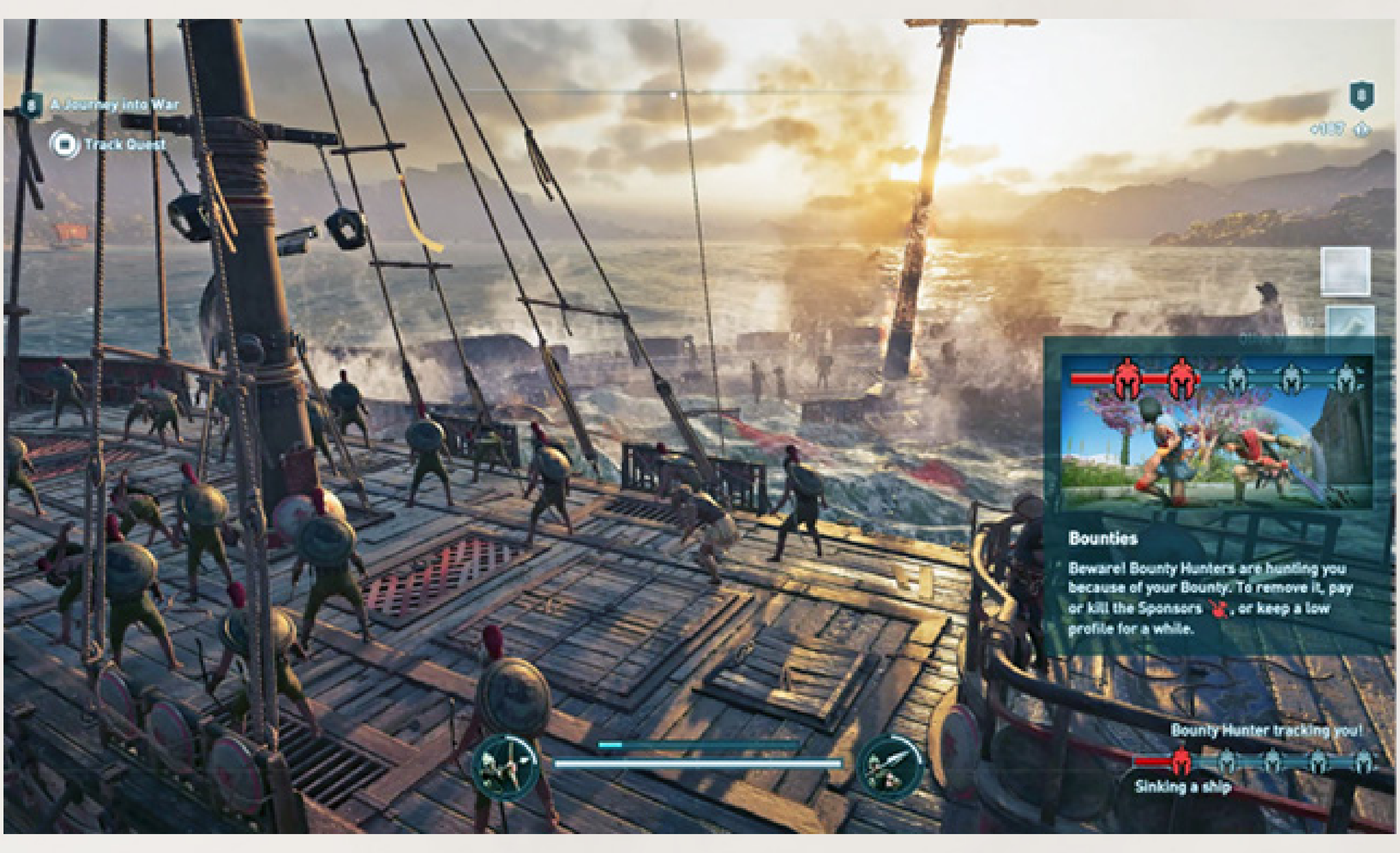


Asteria the Spark

Asteria the Spark was a seasoned mercenary when she was hired to track down a missing person in Phokis. She found her mark near Kirrha in a ruin filled with figures of clay and unfamiliar soldiers. Once freed, her target thanked her with a curved sword, dirty with clay and wrapped in a bundle of rags.

BOUNTY HUNTERS

Committing crimes in ancient Greece is not tolerated, at least not if you are seen committing them. If you are caught stealing, killing innocents, or killing soldiers of the region's current nation you begin to accumulate a bounty on your head. This is indicated by your bounty meter in the bottom right of the HUD. Normally, the five helmets are gray, meaning there are no bounties against you. As you commit crimes, the bar slowly starts to fill toward the first helmet. Once it reaches the helmet, a mercenary will come looking for you to collect the bounty. The more helmets that are filled, the more difficult and numerous the mercenaries who are coming to collect your head.

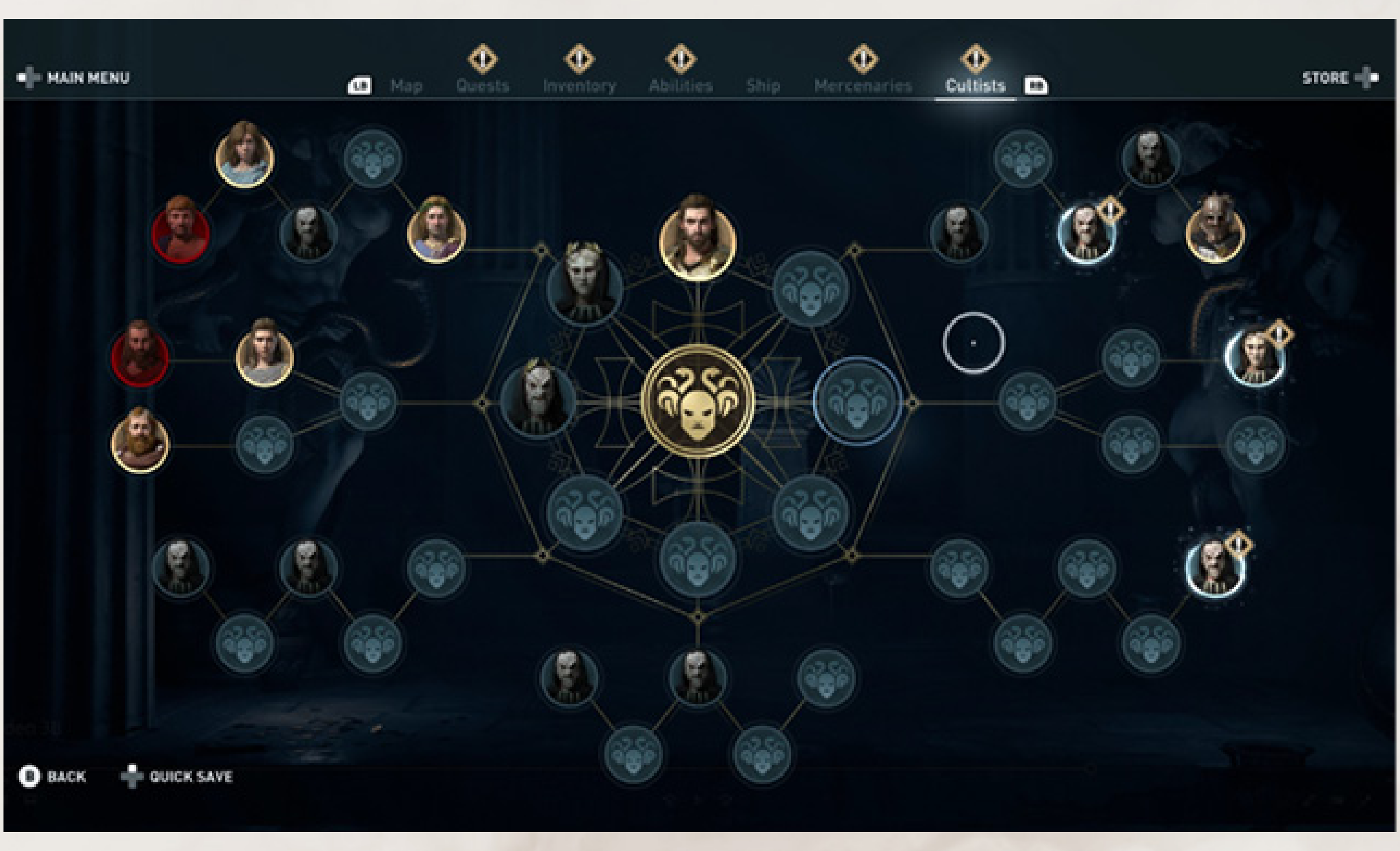


Bounties

Beware! Bounty Hunters are hunting you because of your Bounty. To remove it, pay or kill the Sponsors, or keep a low profile for a while.

Luckily, all bounties have a sponsor, who can be paid off or killed to reduce the bounty meter. Additionally, performing no illegal actions also slowly reduces the bounty meter. However, defeating mercenaries is an excellent way to maximize the quality and strength of your current gear. For more in-depth information on mercenaries, see the *Activities* chapter.

CULTISTS



As you progress in your first Odyssey quest, you eventually encounter the Cult of Kosmos. These cultists pose a dire threat to all of Greece and must be stopped. They've become adept at hiding in the shadows, so finding the cultists is much easier said than done. When the Cultists menu becomes available to you, you have the ability to reveal some of them and learn their locations in the world. However, for others you have only clues, giving you a general idea on how to unveil them. Your overall goal is to find and defeat all the cultists and their sage masters to uncover their leader, the Ghost of Kosmos. Defeating cultists earns you artifact fragments, which are used to upgrade the Spear of Leonidas, along with Legendary gear. For more information on the Cult of Kosmos, see the *Activities* chapter.

Prologue

Battle of Thermopylae, 480 BCE

Assassin's Creed Odyssey begins during the battle of Thermopylae, where Spartan king Leonidas and a group of 300 Spartan soldiers held off 150,000 Persian soldiers (led by Xerxes), and did so for seven days until they were eventually overrun by a much larger army.

BATTLEFIELD STRATEGY

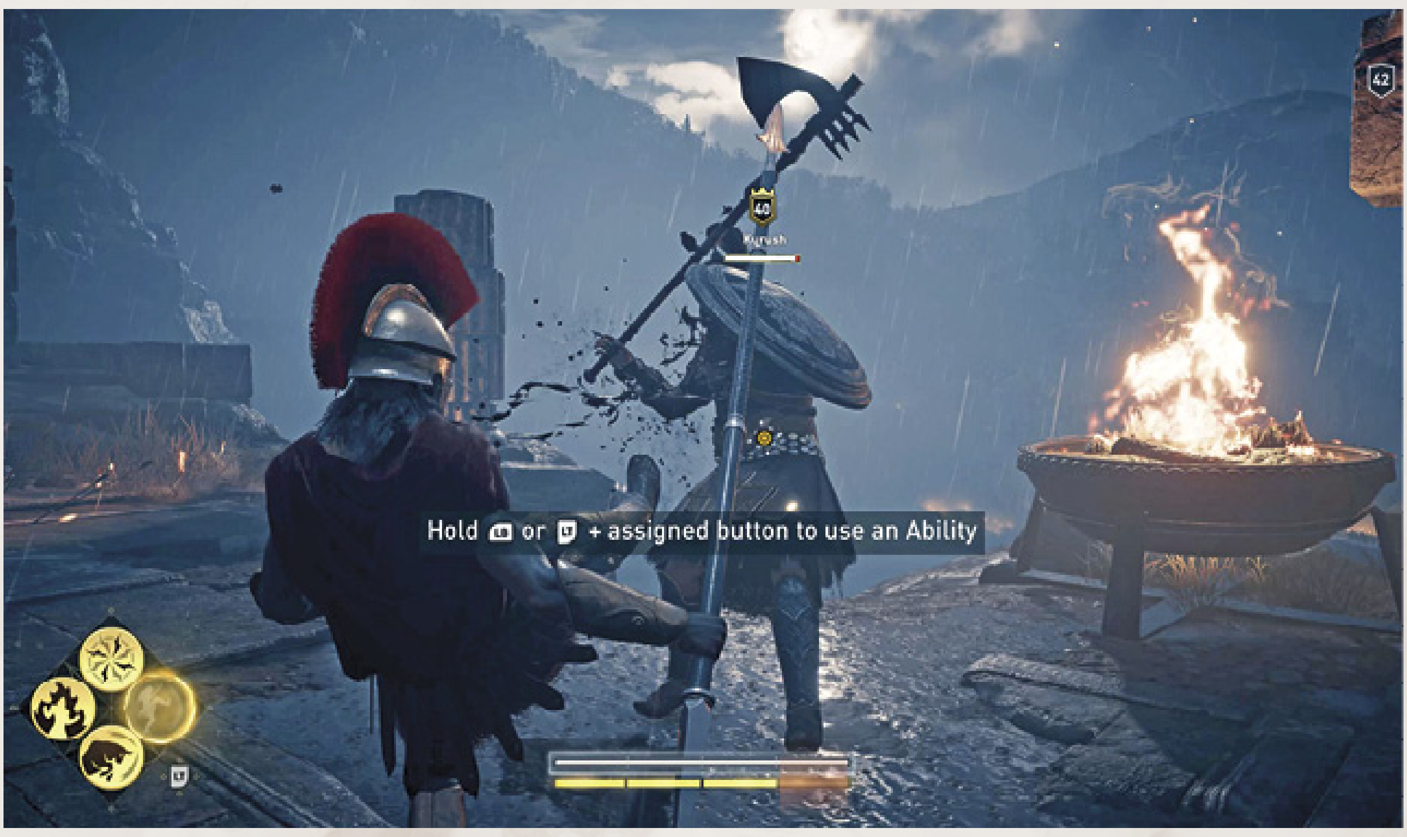
You are Leonidas. In this opening battle you're introduced to some basic fighting moves. You're taught how to perform light and heavy attacks and about filling the adrenaline meter to release special ability moves, such as the Bull Rush, Sparta Kick, Battlecry of Ares, or the Ring of Chaos.

Puny Spartan! I'll bring Xerxes your head.

The key to surviving this battle is run through the battling forces to seek and destroy the three Persian leaders. They're the ones with golden level icons above their heads. They are level 40. You are at level 42. Each is marked with an objective icon to help you find them. One at a time, pick them out, target them, and defeat them. Use the fantastic special ability attacks during this challenge while you have unlimited adrenaline to trigger them because normally these attacks would have a cooldown attached to their usage.

Once all three leaders are defeated, head toward the edge of the cliff to seek out the fourth and final target—also marked with an objective icon. When you get close to him, Leonidas rushes the Persian hero and together they fall over the cliff's edge to a lower platform where they battle alone.

DEFEATING KURUSH



Hold or + assigned button to use an Ability

During this battle, you are taught to lock on, dodge, extend your dodge, and break guard. Breaking guard is what allows you to force the opponent's shield down. Your opponent's shield will also come down following a successful heavy attack. As soon as the shield drops, follow up with quick light attacks and try to maneuver behind him with quick dodge rolls to get in a heavy attack before the shield is raised again. To speed things up, use the special abilities as they become available, but note that adrenaline is not unlimited anymore and is replenished by hitting your opponent.

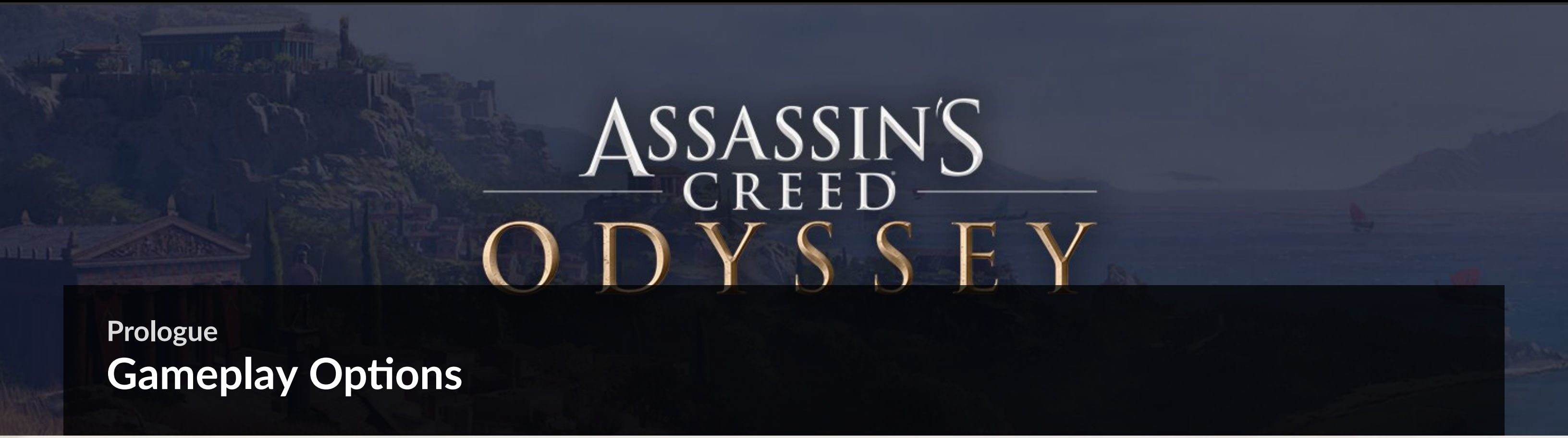
Prologue

Modern Day: Layla Hassan

Following the battle at Thermopylae, you return to modern day, where Assassin's Creed Origins' modern-times protagonist Layla Hassan makes her Odyssey debut. Layla discovered the lost book of Herodotos while searching for First Civ artifacts. In the book, she learns of a Spartan mercenary who wielded a First Civ weapon called the Spear of Leonidas. Our story picks up here as Layla recovers Leonidas's broken spear.

With the help of Dr. Victoria Bibeau, Layla enters the portable Animus and, using the Spear of Leonidas as the key to her travels, is transported to ancient Greece during the Peloponnesian War, when the spear was last owned—431 BCE.

This is the one. The book was almost right on top of it. I've never been so lucky in my life.



Prologue

Gameplay Options

DIFFICULTY

Choose your difficulty: Easy, Normal, Hard, Nightmare.

GAMEPLAY MODE

Next, choose the gameplay mode: Guided or Exploration.

In **Guided mode,** icons indicate where you are on the map and the area where you have to go to locate your target in specific quests. **Exploration mode** does not show you that information and you'll have to follow the clues given in the quest objectives to find your target. Exploration mode is recommended for the best play experience.

Prologue

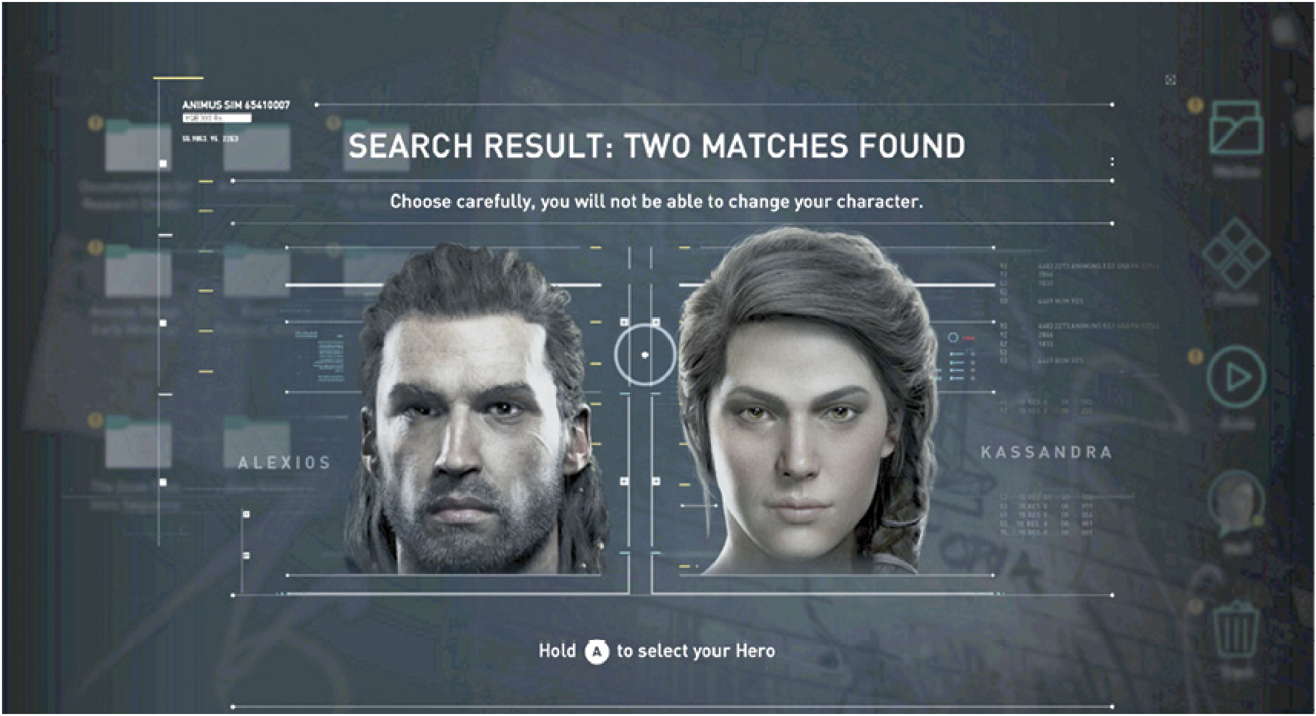
How To Use This Guide

When playing the main quests, you enter regions with gradually increasing, suggested playing levels. That's how this guide is organized. The intended path of the main quests is followed in this chapter toward the main goal of reaching a preferred ending to the game where you unlock the most achievements. However, we encourage you to immerse yourself in the game and choose your own path. At the end of the main quests the guide shows how to achieve the many alternate endings of the game. The side quests and activities that are encountered along the way are all covered in their own sections of the book.

While it is possible to reach the end of the main quests playing only the minimum required side quests, this is discouraged. It's best to clear each region of all the quests, side quests, and activities. Without the experience, weapons, and shields found during these side quests, the main quest becomes very difficult, as you would take on high-level challenges at a very low level and you would be ill equipped.

CHARACTER CHOICE

Next you must choose between DNA strands. You can play as either **Alexios** or **Kassandra**. Choose your preferred character but know the story and relationship options will be equally accessible as you progress through the main story. In this guide, we have chosen to use Alexios and Kassandra interchangeably in all gameplay images.



SEARCH RESULT: TWO MATCHES FOUND

Choose carefully, you will not be able to change your character.

Hold A to select your Hero

DIALOGUE OPTIONS

For the first time in the Assassin's Creed® series your choice in dialogue will shape the world around you. With multiple game endings and many dialogue choices, you'll experience a dynamic world that constantly evolves and reacts to your every decision. Although dialogue decisions may have consequences down the line, the main and side quest chapters of this guide help you understand when major decisions will need to be made. The following information will help you better understand how to use this guide:

Minor Effect

When a conversation is highlighted in this color, the option you choose won't have an impact on the outcome of the quest. The conversation choices will impact how a character will react to you within the conversation but will not impact any quest outcomes.

Major Impact

When a conversation is highlighted in this color, the dialogue option you choose will impact how the quest may end. You need to carefully weigh your options as your choices could impact a future conversation or this particular quest's resolution.

Game Ending

When a conversation is highlighted in this color, it will signal a dialogue option that is critical to the game's ending.

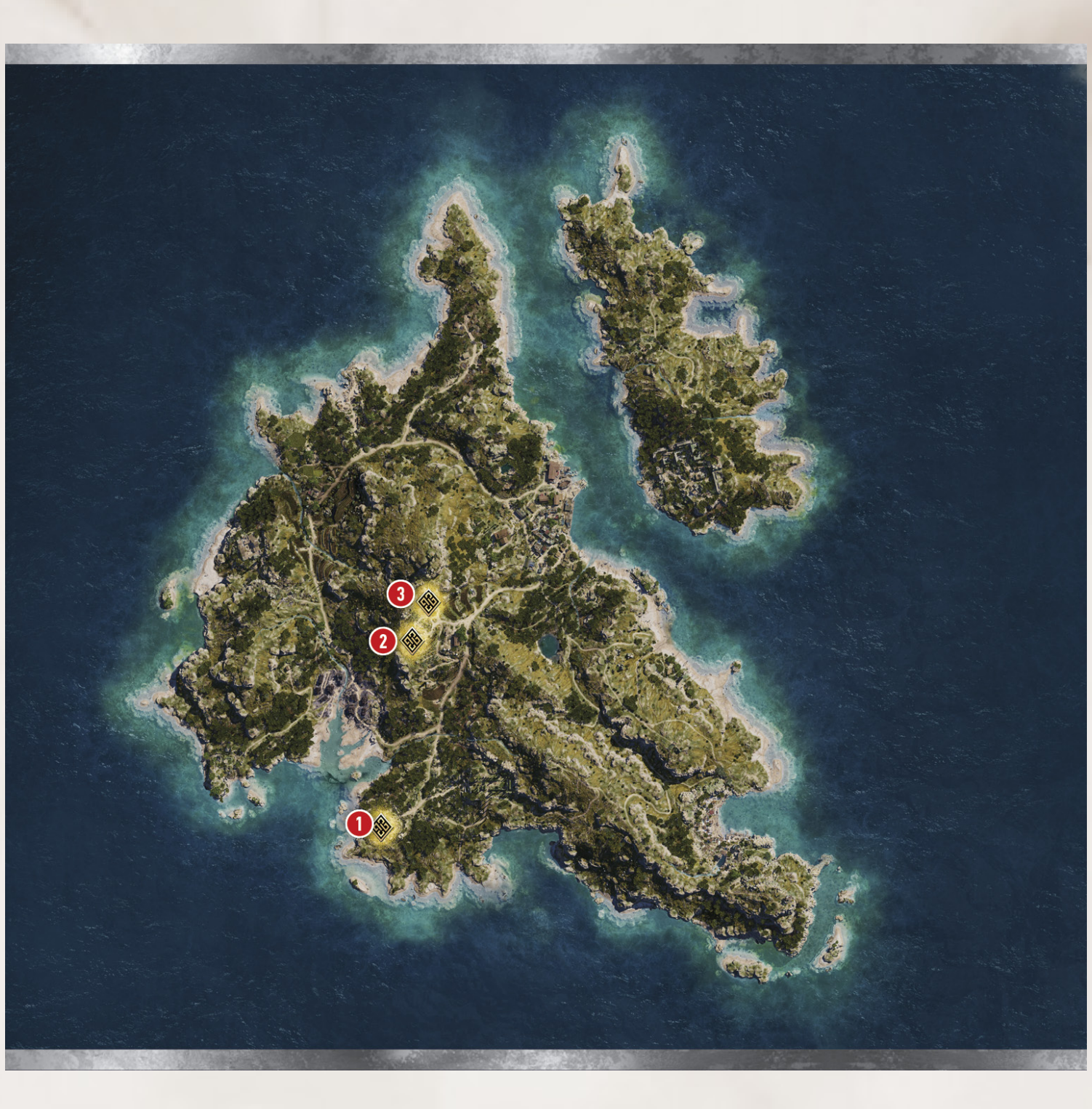
ROMANCE OPTIONS

❤ When you see this sign be aware a possible relationship opportunity is available. There will be many different opportunities for romance throughout your journey. See the Side Quests chapter for more information.

KEPHALLONIA ISLANDS

GET YOUR MONEY BACK

So It Begins



RECOMMENDED LEVEL: 1

PREREQUISITE: Complete ***Prologue*** and ***Modern Day***

UNLOCKS: ***Debt Collector***

STORY: **Our story begins on the down-and-out isle of Kephallonia, where you are greeted by two parties—one friendly, and one not. The information they brought with them, however, is news to you.**

Deal with the Thugs

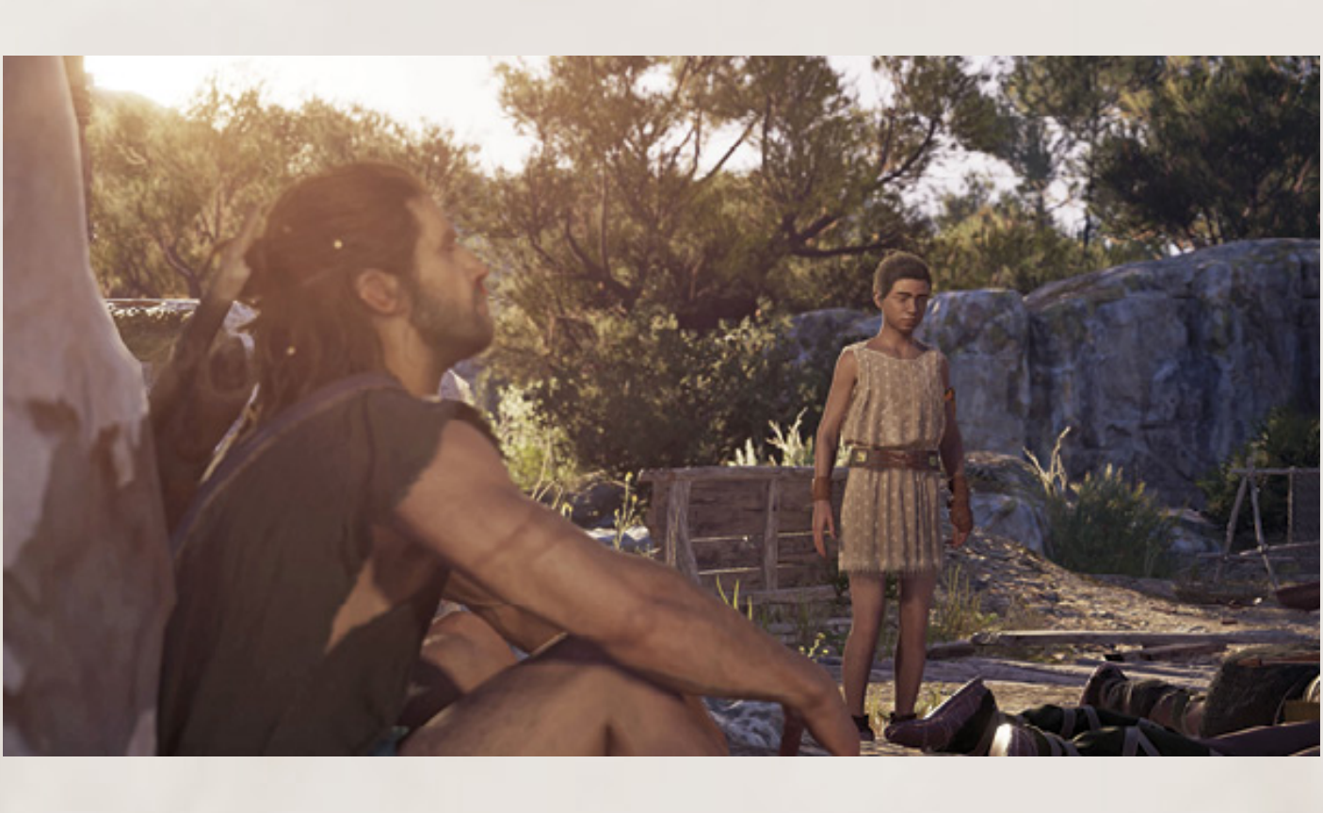
The local crime boss, Cyclops, sent a couple thugs your way to collect money. The first lesson in this fight is a refresher course on the lock on feature. You will also be introduced to the parry mechanic which will momentarily stun your opponent and create a window to launch an uncontested counterstrike. Defeat the two rogues **(1)** using the fighting skills learned up to this point.

After the fight you meet Phoibe (a local orphan) and Ikaros, your tamed eagle, which will scout for you and attack enemies and prey.

That's for last week!

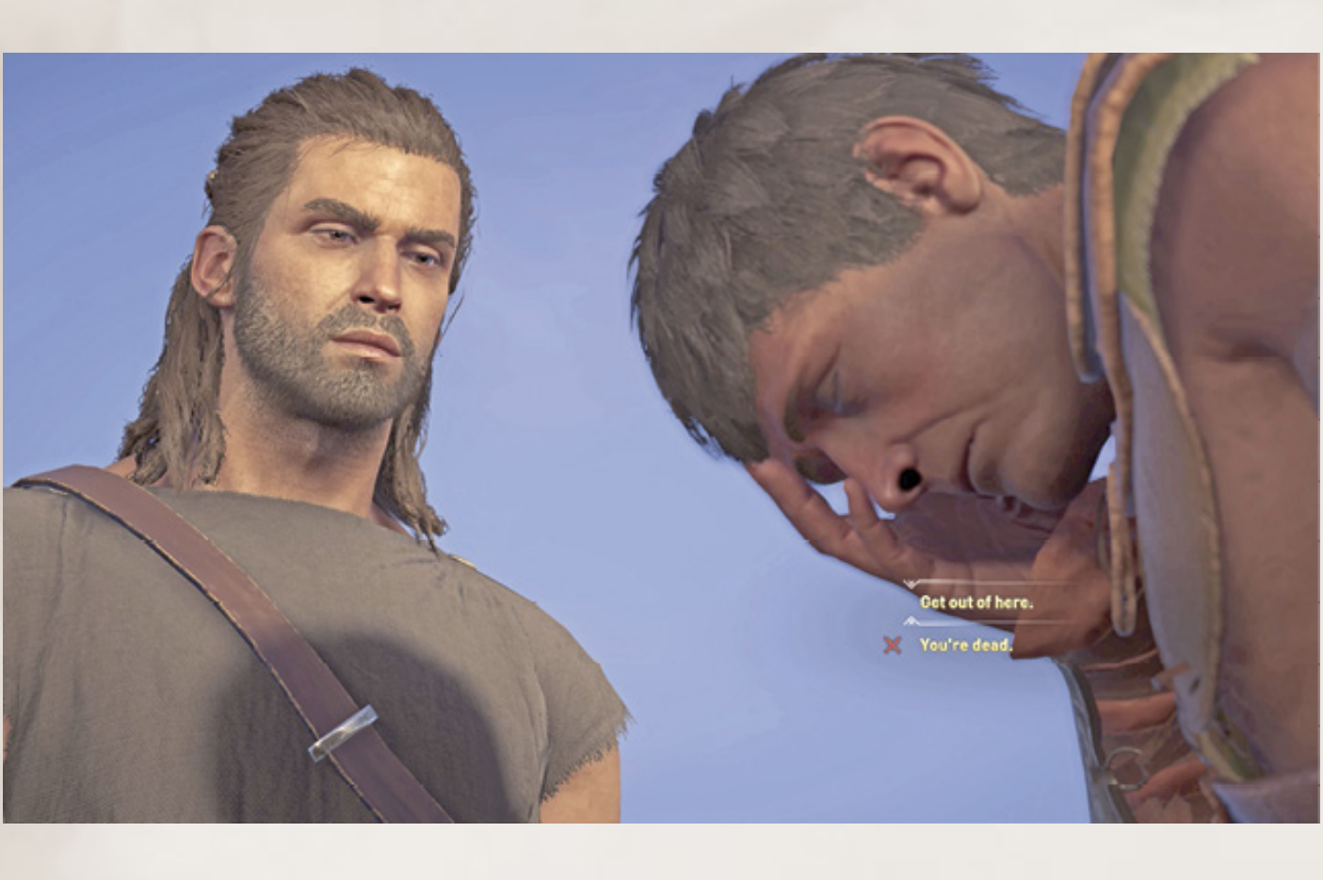
Conversation with Phoibe

Phoibe is your young friend and any choices you make during this conversation will not impact how Phoibe feels about you. She's there to inform you that Markos is looking for you.



Conversation with Cyclops's Thugs

After Phoibe leaves, you have the choice of letting the dazed thugs go or becoming aggressive and killing them. Tell the thugs **"Get out of here"** if you don't feel like a fight, but know at any time these thugs can come back to settle the score. Threatening the thugs with **"You're dead"** will force a fight.


Get out of here.
You're dead.

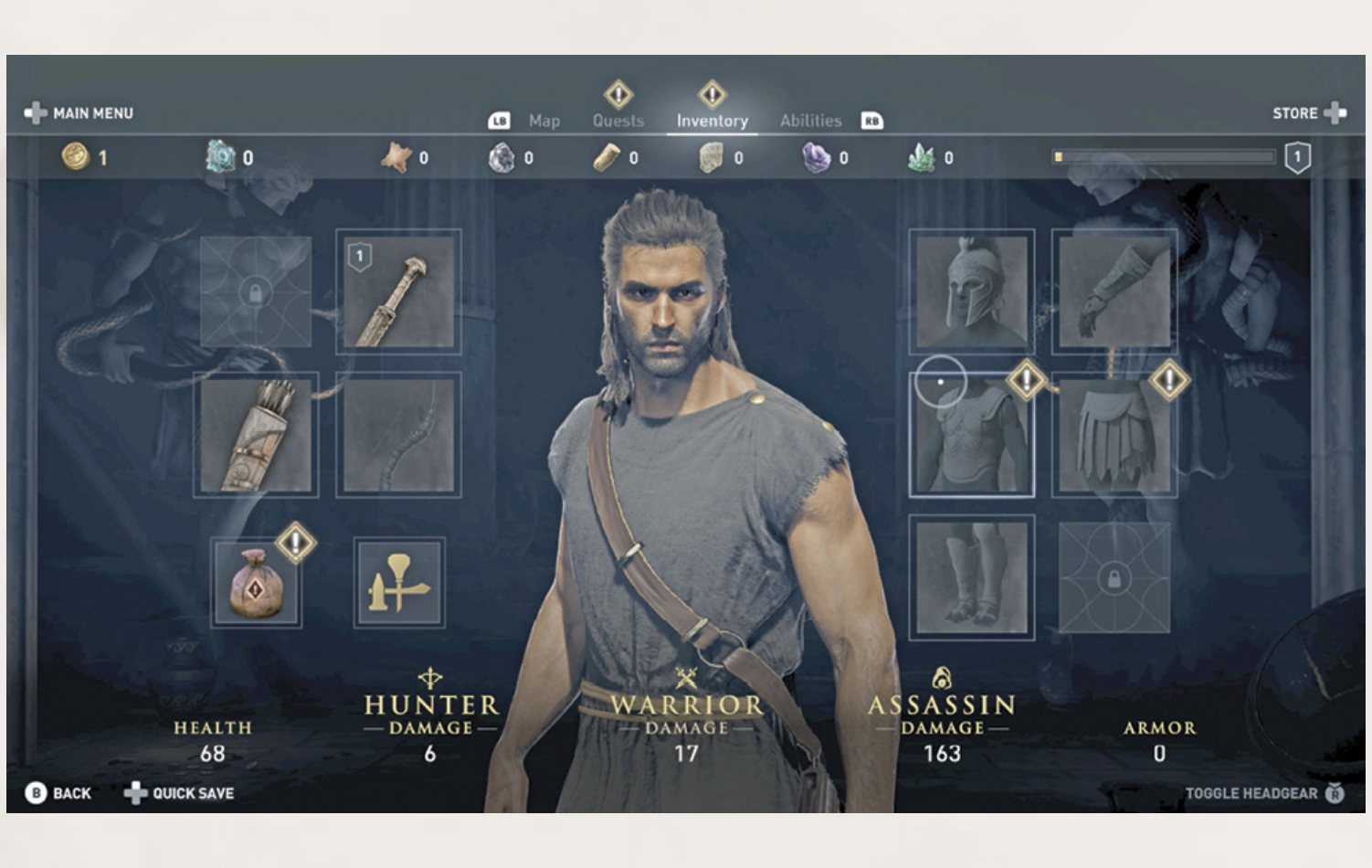
Collect Your Gear

Parkour up to the top of your home while following the objective marker to the chest under the rooftop shelter. Loot the chest to obtain your gear. You obtain belt and lower body armor as well as a broken bow.

So It Begins
Collect your gear
131 m

Equip Your Gear

Open the Inventory menu and notice the newly acquired upper and lower body armor pieces amrked by exclamation point icons on the inventory categories where they are stored. The broken bow is in the bag of quest items. Click on the torso and waist categories to equip the two new pieces of armor to increase your Warrior and Armor stats. Fully explore the menu system and then exit the menu.


MAIN MENU
Map
Quests
Inventory
Abilities
STORE
HEALTH 68
HUNTER DAMAGE 6
WARRIOR DAMAGE 17
ASSASSIN DAMAGE 163
ARMOR 0
BACK
QUICK SAVE
TOGGLE HEADGEAR

Find and Talk to Markos

An objective marker appears in the world when a quest is selected. Right now it indicates that you are 371 meters from Markos. Travel to Markos **(2)** on foot. He's in the southern area of Mount Ainos.

THE PATH TO LEVELING UP QUICKLY

Use Ikaros to mark areas of interest, and then locate and open nearby chests on foot, collect minerals and wood, and hunt and loot animal prey. Start all nearby side quests or visit the local message board to pick up extra quest activities. Side quests are often completed at sites that have location objectives. Open as many as possible to take advantage of those with location overlaps. Gaining multiple rewards at one location advances you quickly. The stronger and more powerful your armor and weapons become the more prepared you'll be to deal with the progressively stronger enemies ahead.

The best way to reveal major points of interest is to complete main and side quests. After these locations are unlocked they become quick travel points easily accessed when using the map. Visit our Essentials section to learn more about upgrading your character and equipment.

While near Markos's location, send Ikaros up and follow the onscreen command to become stationary. This allows you to refine your aerial search for the current objective. The closer you get to the target the smaller the golden targeting reticle becomes. Close in on the target to ultimately mark it. Follow this marker to find Markos near his home talking to a farmer.

I was worried sick. The Cyclops sent his scum to find you. I think they mean you harm.

Conversation with Markos

You can take a passive approach when talking with Markos or push the point through a more aggressive conversation choice. He may react differently based on your responses, but ultimately Markos cares about your well being.

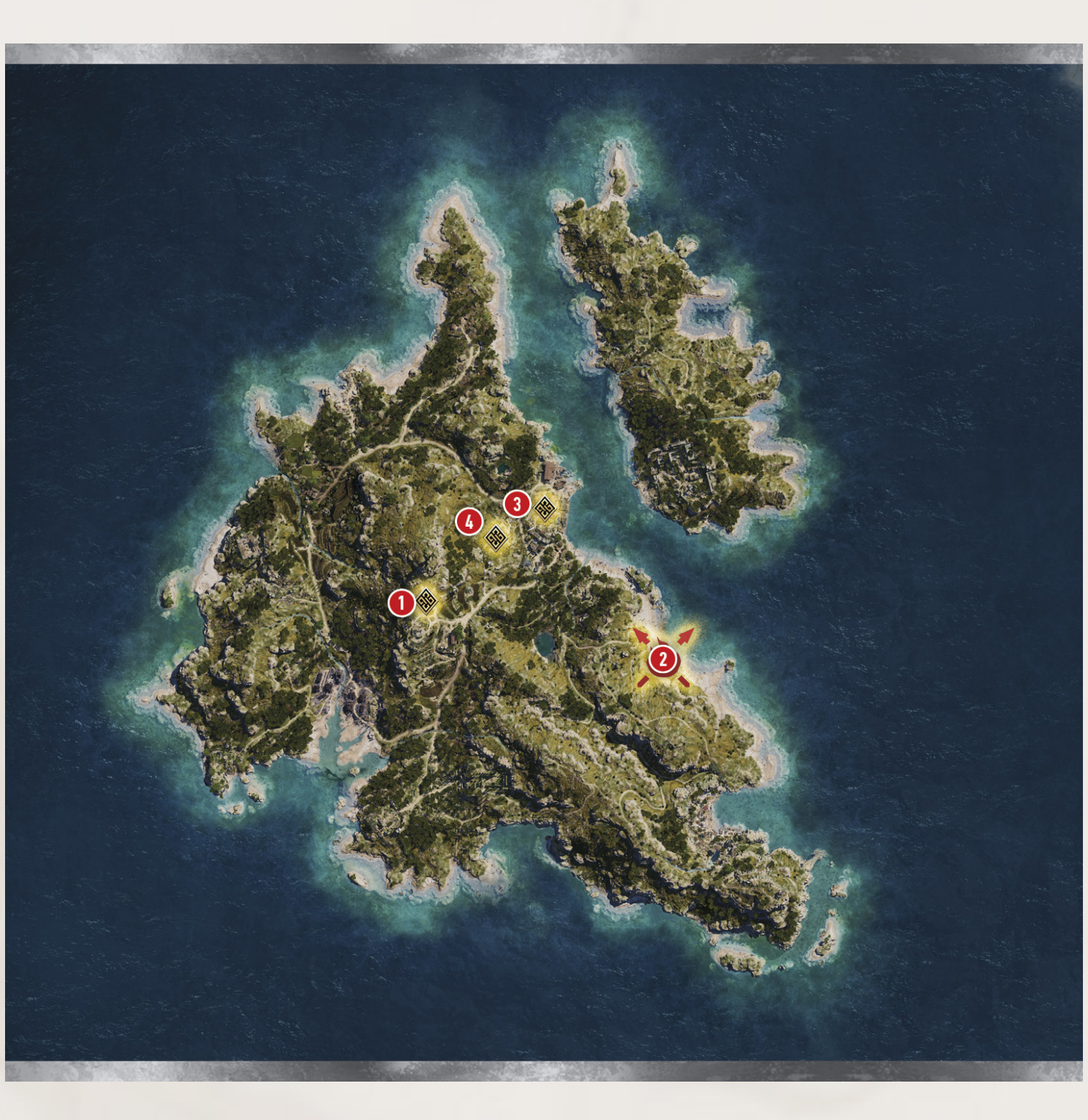
CHOOSING A HORSE

Markos presents you with three horses **(3)** to choose from to make one of them your own. Listen to the attributes of each and make a decision. The left one is a good mountain climber and the one on the far right is a good sturdy horse in battle. The one in the middle is a little of both. You can't make a wrong choice here since the decision is more cosmetic, and no matter which horse you choose, it'll be named Phobos.

As soon as you make a horse selection, a farmer approaches and hysterically announces Phoibe has been kidnapped by Cyclops's thugs and taken to Ktimene Beach. This ends the first quest.

The horse on the left.
The horse in the middle.
The horse on the right.

Debt Collector



RECOMMENDED LEVEL: 2

PREREQUISITE: Complete ***So It Begins***

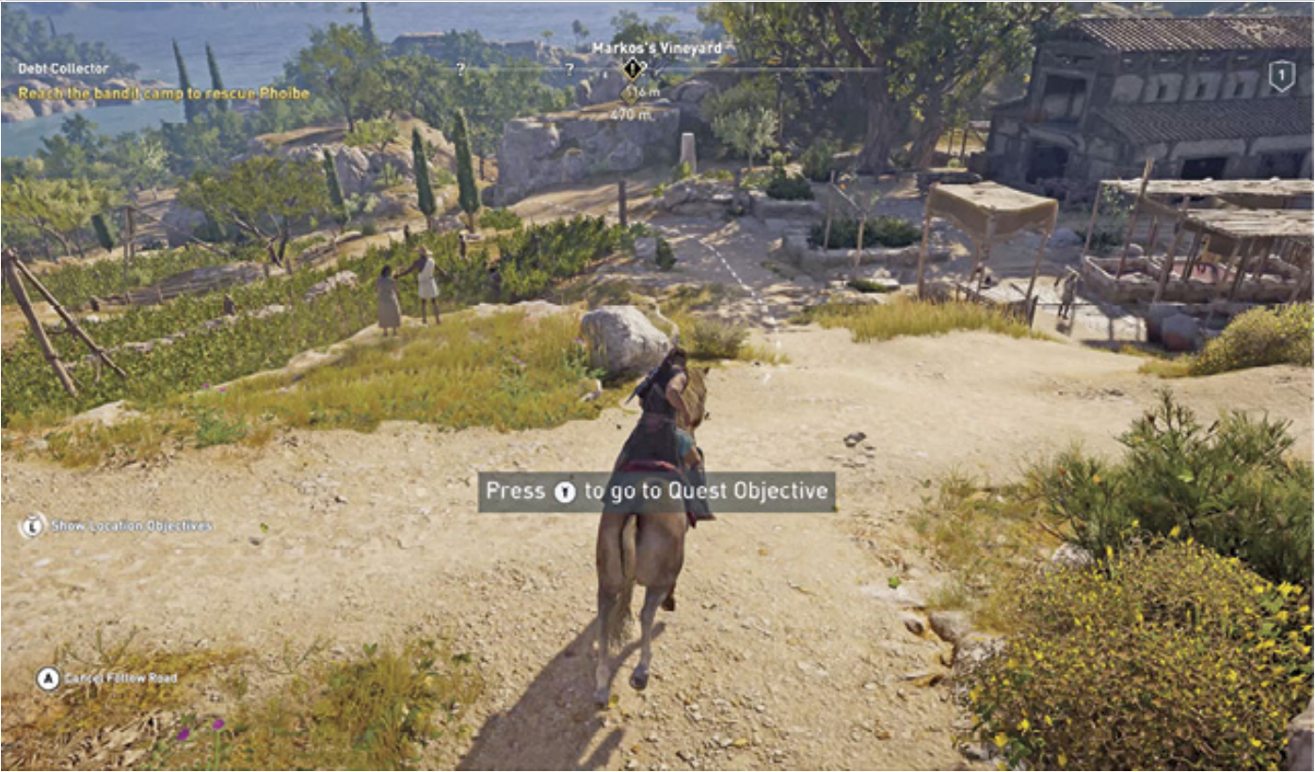
UNLOCKS: ***An Eye for an Eye***

STORY: **As fate would have it, Markos spent your drachmae again—on a wine vineyard of all things. You will have to do some debt collecting to get back what was owed.**

Reach the Bandit Camp to Rescue Phoibe

RIDING TIPS: FOLLOW ROAD AND MAP MARKERS

While on a horse, you can press and hold the **follow roads** button until the little button icon fills, and then Phobos usually finds the nearest road and follows it. If you press the **item pickup** button then Phobos will head to a map marker, which could be the next objective or a marker that you've placed on the map manually.


Debt Collector
Reach the bandit camp to rescue Phoibe
Markos's Vineyard
Press ⓑ to go to Quest Objective
Follow Road

FLYING & RIDING

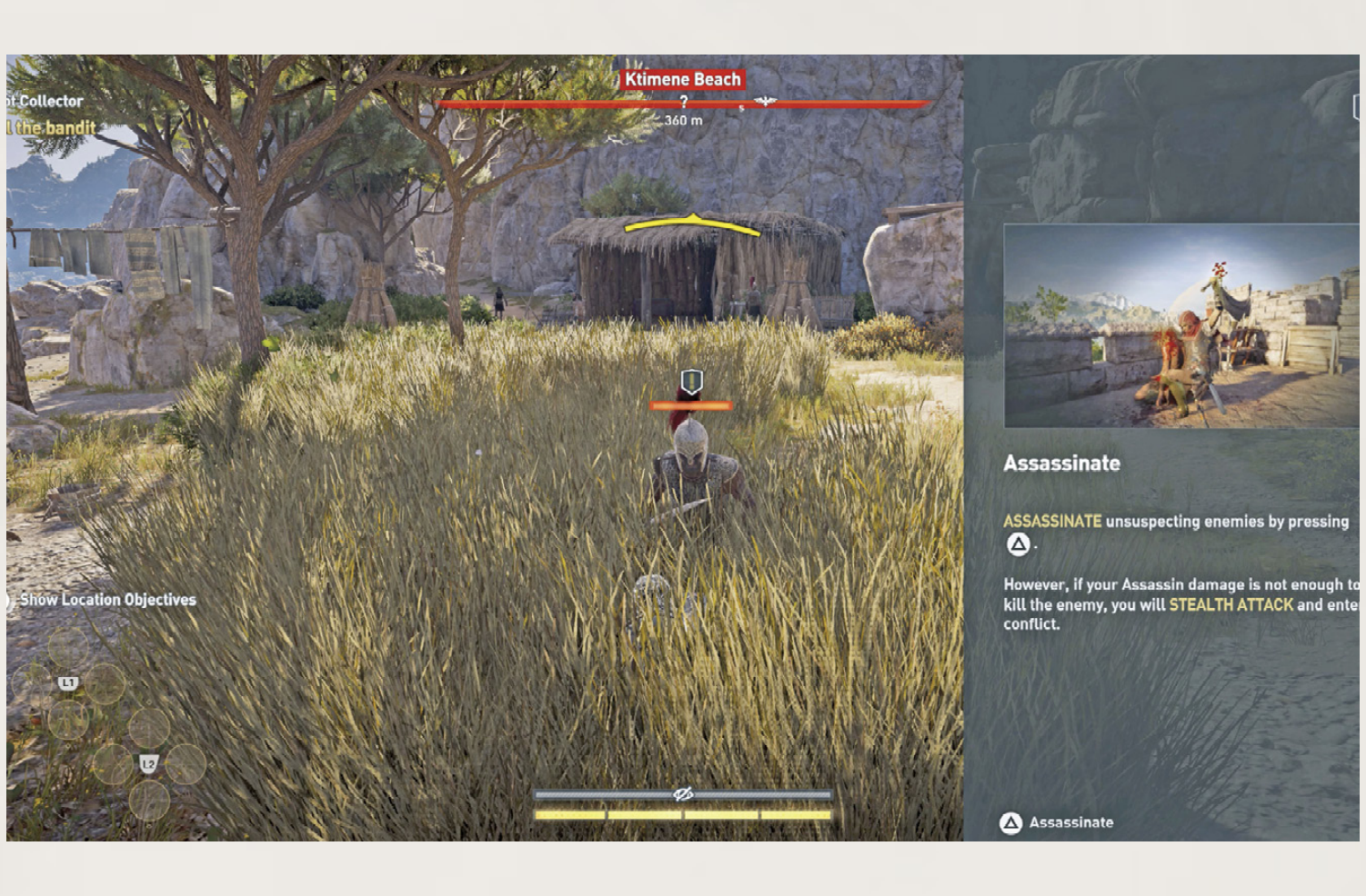
You can launch Ikaros into the air to get a bird's-eye view while Phobos is automatically following a path. This helps you get a broader view of the area to find shortcuts to your destination (off-road) and also helps you find nearby areas of interest, as well as tag enemies and items. You cannot fly off too far, however, or Phobos will stop and wait for you to return in range.

Debt Collector
Reach the bandit camp to rescue Phoibe
268 m
SET MARKER
STATIONARY MODE
BOOST

From Markos's stable **(1)**, follow the objective marker to Phoibe **(2)**. When you near the bandit camp at Ktimene Beach, jump off the horse and enter the tall grass heading toward the marker near a grass hut.

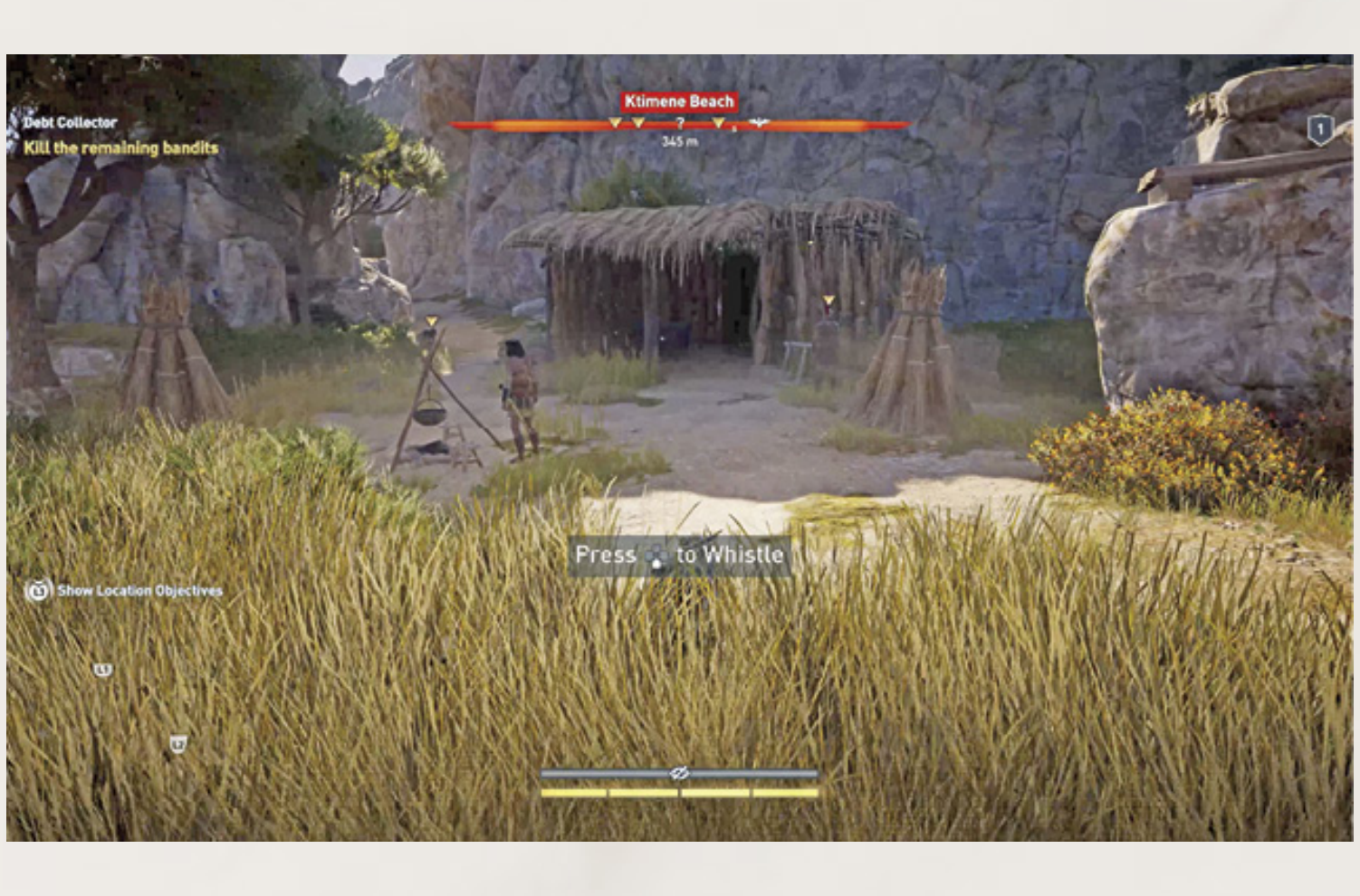
Kill the Bandit

This is your first lesson in stealth assassinations. Follow the onscreen tips for detection and assassination with a stealth attack on the first enemy that approaches. If you missed the prompts, check out our Essentials chapter. When you enter thick vegetation while crouched, your body becomes wrapped in a white halo, and an eye with a slash through it appears in the middle of your health bar to let you know you're successfully hidden. This indicates that you are in stealth. You can also become stealthy while underwater or just hiding behind objects.


Ktimene Beach
340 m
Show Location Objectives
Assassinate
ASSASSINATE unsuspecting enemies by pressing
However, if your Assassin damage is not enough to kill the enemy, you will STEALTH ATTACK and ente
conflict.
Assassinate

Kill the Remaining Bandits

Head forward through the grass to the three remaining targets (they have yellow markers above their heads but rarely do going forward). You're prompted to whistle for attention. A long whistle (press and hold) calls your horse—although horses do not enter restricted areas—while a short whistle attracts enemy attention. For best results, aim your whistle direction by facing the enemy that you're trying to attract. When the enemy nears, he will spot you when up close and you can see this by recognizing the awareness meter above the enemy. Your time to attack is the moment the fully orange health meter appears below the enemy's level marker. Strike with a stealth attack to silently kill the enemy while remaining under cover.

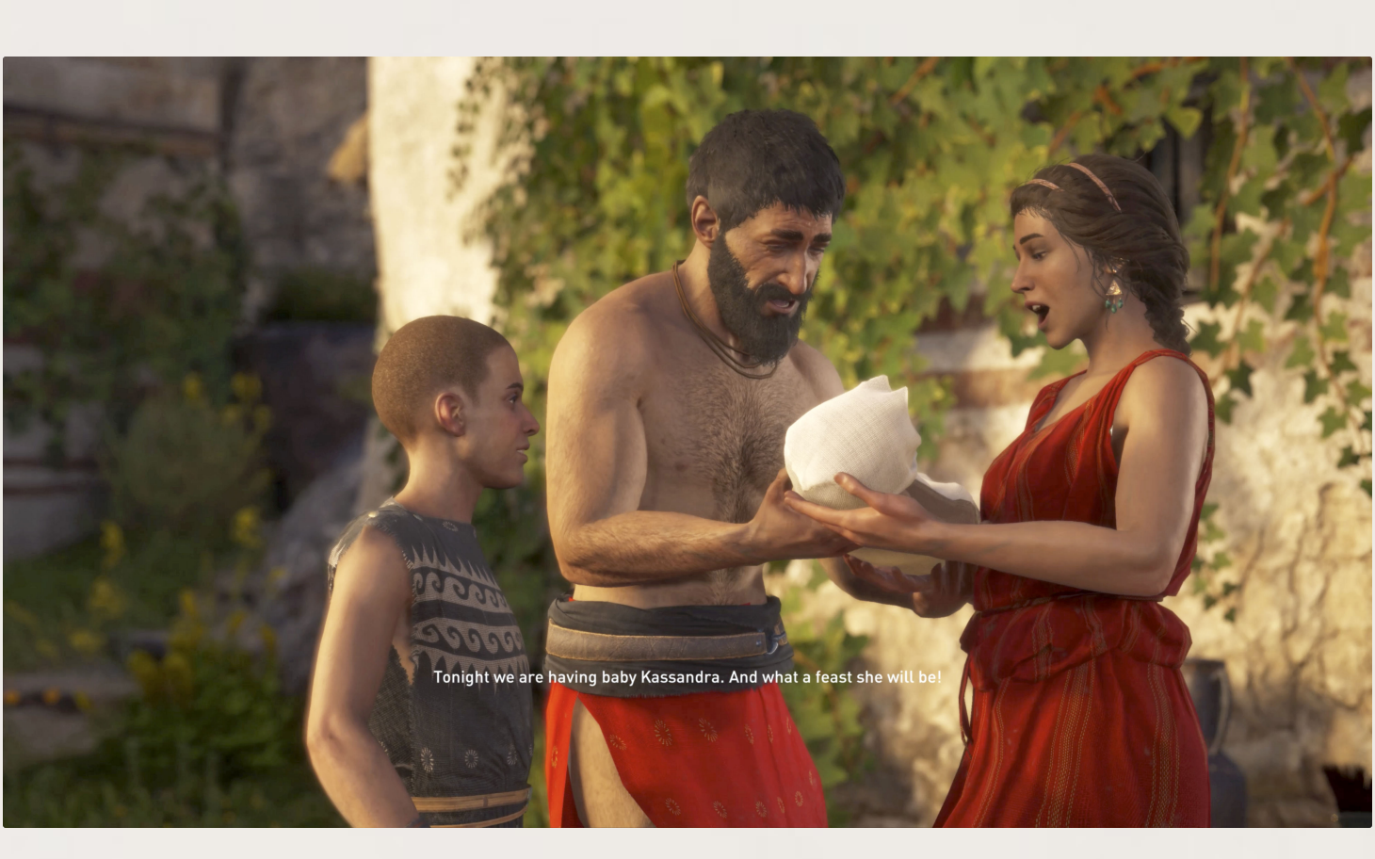

Debt Collector
Kill the remaining bandits
Ktimene Beach
345 m
Press to Whistle
Show Location Objectives

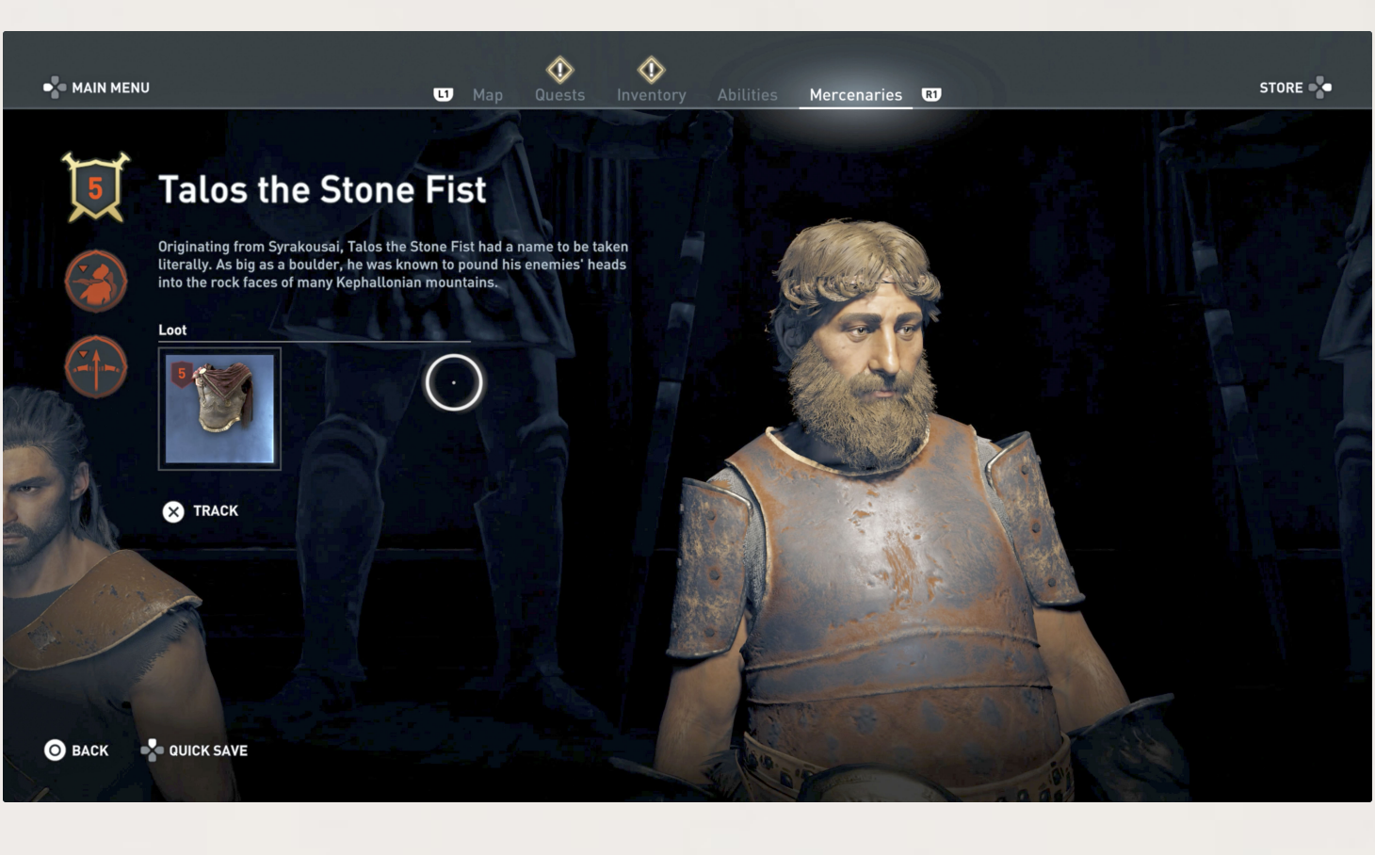
Remaining crouched to stay as silent as possible, creep up behind the final two bandits and take them out stealthily. Always loot the fallen. Even if you don't need their items you can deconstruct them or sell them.

Free Phoibe

Loot the treasure chest inside the hut to complete the location objective. Make sure to always check location objectives and to knock them out while you are there on a quest. This is an efficient way to level up. Here, the location objective is to loot one treasure, but typically there are enemies to defeat in camps, forts, and outposts. Walk up to Phoibe and follow the prompt to free the prisoner. She explains that this happens to her often, and then a cinematic plays depicting a scene with your family from your childhood.

Since my parents died? I'm OK, I've got you! And you've got me and Markos. We're your family, right?


Tonight we are having baby Kassandra. And what a feast she will be!


MAIN MENU
Map
Quests
Inventory
Abilities
Mercenaries
STORE
5
Loot
TRACK
BACK
QUICK SAVE

Talos the Stone Fist

Originating from Syrakousai, Talos the Stone Fist had a name to be taken literally. As big as a boulder, he was known to pound his enemies' heads into the rock faces of many Kephallonian mountains.

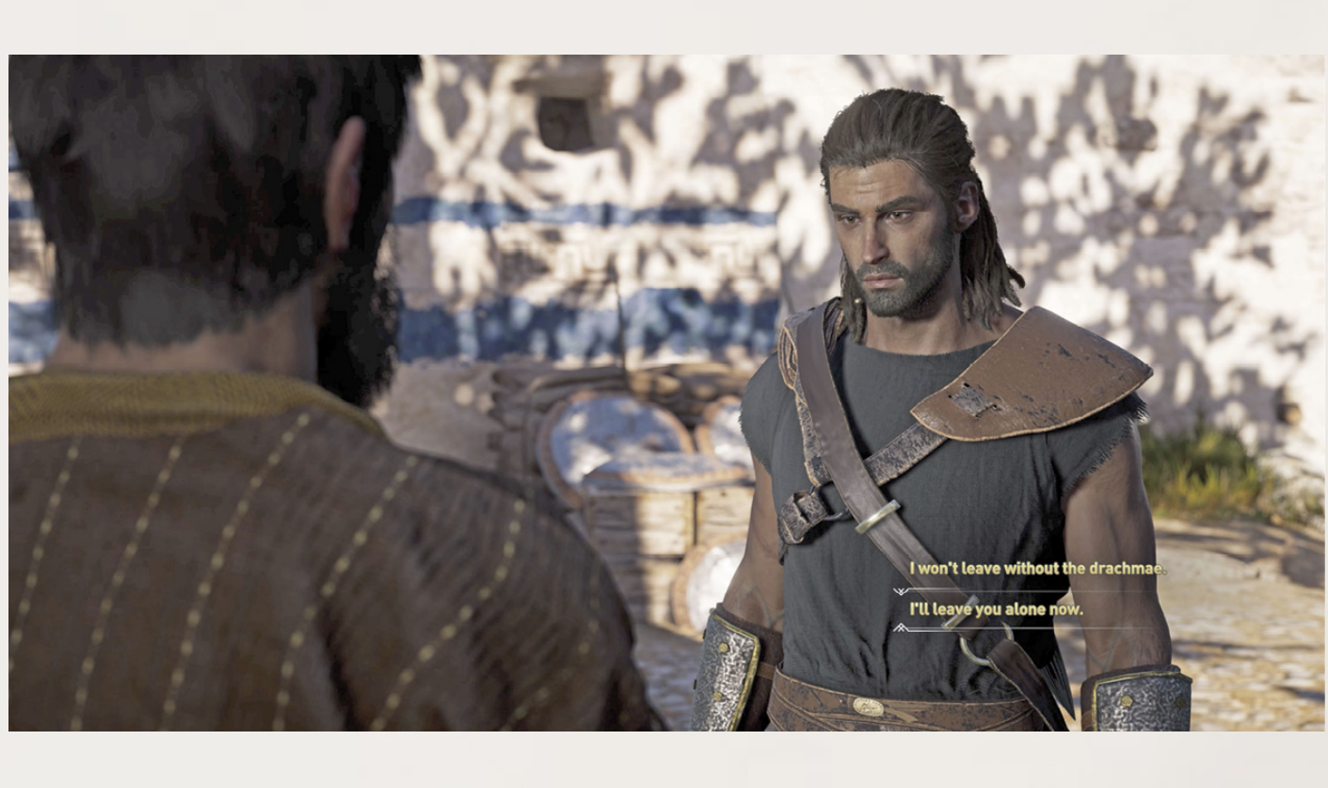
Afterward Phoibe says that the Cyclops put a big bounty on you, and this introduces the mercenary system. A prompt indicates that **"You are hunted"** and names Talos as the mercenary paid to find you. This opens the Mercenaries tab in the Pause menu. For more information on mercenaries, check out our Essentials chapter. This unlocks the main quest A Fight with Talos.

Collect the Money from the Merchant in Sami

Exit the bandit camp, get out of the restriction zone, and call for Phobos. Ride to the next objective **(3)**, which is Duris, a merchant in the street vendors' area of Sami (almost directly across from the blacksmith you should also visit). The onscreen tips tell you that you can break Duris's wares to encourage him to pay up, or you could kill him. Another option is to answer both conversation options unaggressively and he'll give you his level 2 Duris's Sword. A better ending.

Conversation with Duris to Get His Sword

Your can choose to be aggressive or you can side with Duris. The last conversation option with Duris determines if you walk away with the drachmae or a new sword. If you answer **"I'll leave you alone now"** and agree the price is too high for the poor vendor, he will give you his sword.


I won't leave without the drachmae
I'll leave you alone now.

Return to Markos

TEMPLE OF ZEUS

MISSION CLOSURE ICON

Notice that on the map, when a mission requires that you talk to your contact when the job is done, an icon with a checkmark in it appears where your contact is located. This is helpful when you are doing multiple quests and side quests at the same time. You can easily see which ones just require a quick talk to complete them and collect the rewards.

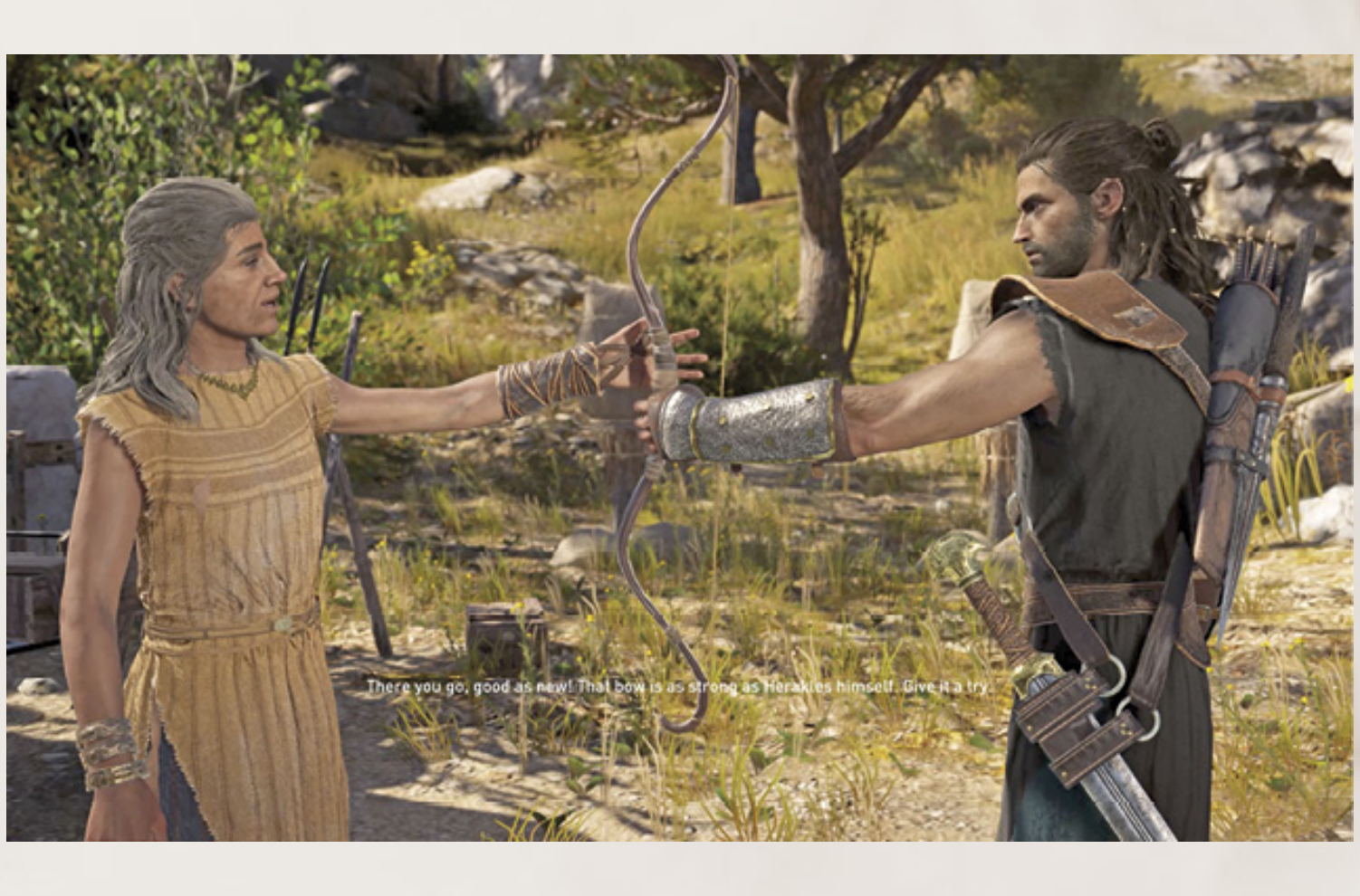
Conversation with Markos

With the first conversation option, choose any one of the three replies and a cinematic begins of a childhood memory of how the two of you became acquainted. After the cinematic, Drucilla enters the conversation. In the end, Drucilla, the bowmaker, offers to fix your broken bow.

Drucilla! I was just talking about you.

Follow Drucilla to Her Workshop

Follow Drucilla down the hill to her workshop just a short jog away. She fixes your bow and suggests you try it out on the two targets beside you.


There you go, good as new! That bow is as strong as Herakles himself. Give it a try.

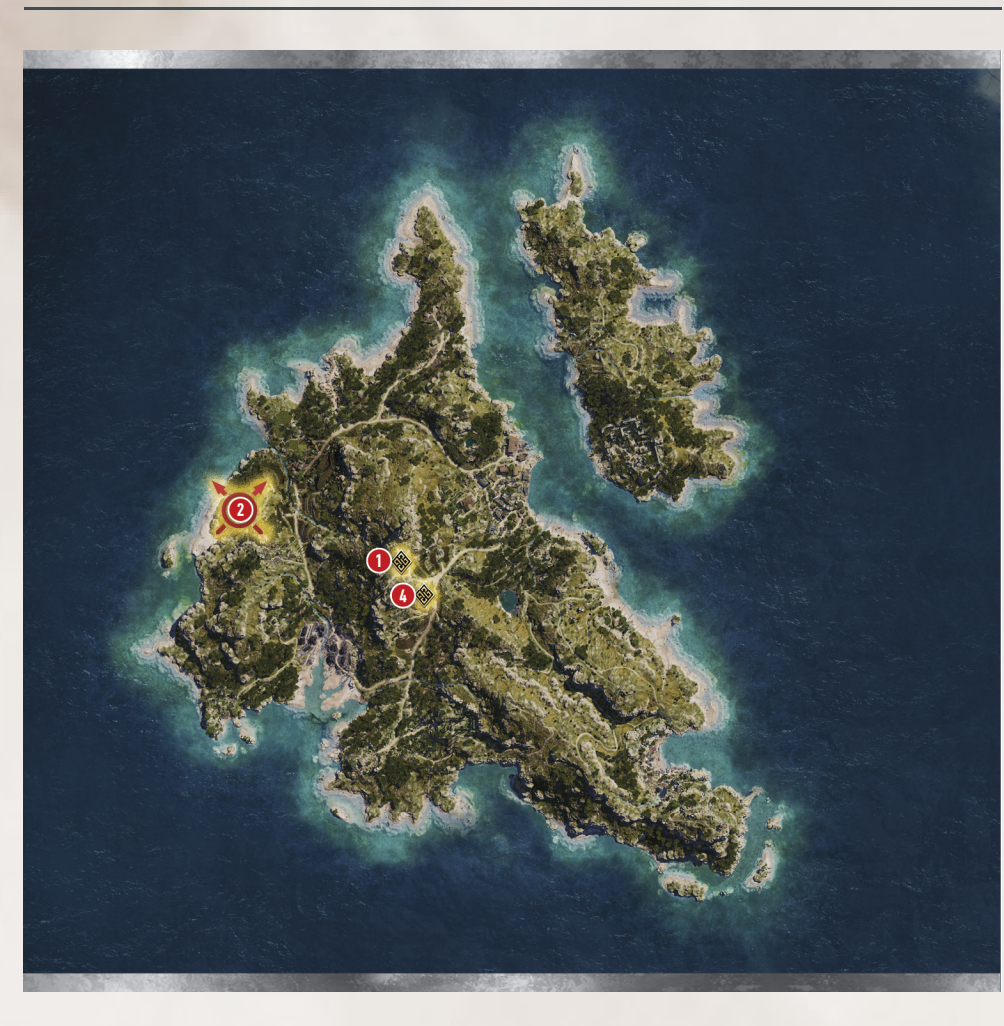
Destroy the Training Dummies

Hold the **aim** button, aim at the targets one at a time, and press the **quick shot** button for low damage or press and hold the same button to perform a charged shot, dealing more damage. Hit the targets multiple times until the objective markers disappear. This completes the quest and unlocks An Eye for an Eye, but if you talk to Drucilla again, you can pick up a side mission, too (Lumbering Along).

KEPHALLONIA ISLANDS

A DEBT TO PAY

An Eye for an Eye



RECOMMENDED LEVEL: 3

PREREQUISITE: Complete *Debt Collector*

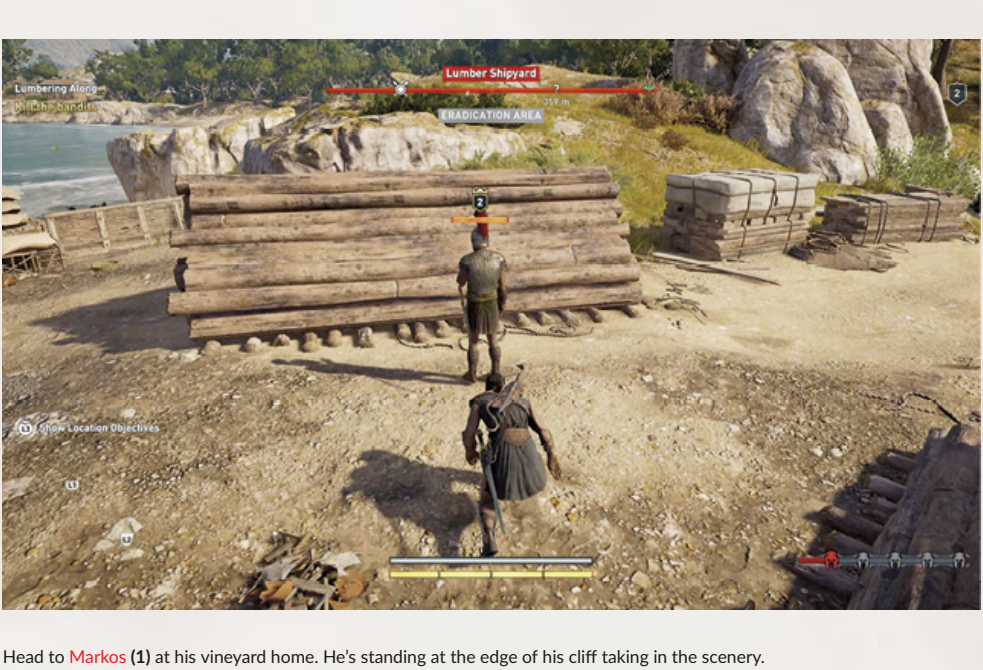
UNLOCKS: *Fancy Guests*

STORY: In order to pay his debts, Markos has hatched another get-rich-quick scheme: steal from the Cyclops himself. Markos swears that if he had Cyclops's obsidian eye, his problems would be over.

Talk to Markos

SIDE QUEST LEVELING

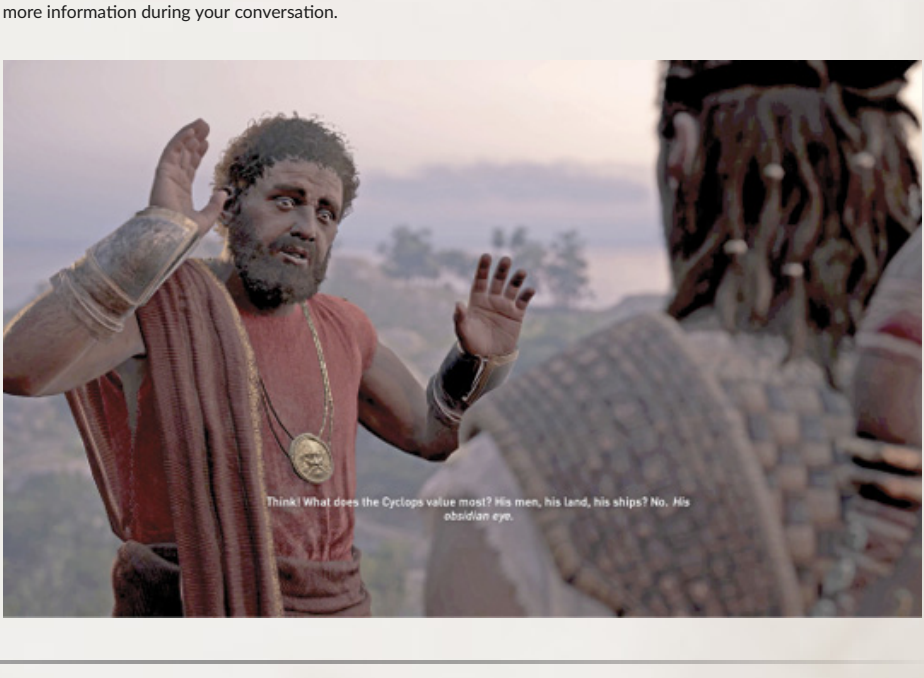
Complete a few side quests to get your level to 4 or higher (at least one above the suggested quest level), upgrade your weapons, and make sure your armor and weapons are tailored for your style of play: Hunter (bow sniper), Assassin (stealth kills), or Warrior (open battle). If you can sneak up on an enemy and their health bar indicates that a stealth kill would completely end them (all orange and no white), then that's a good level achievement.



Head to Markos **(1)** at his vineyard home. He's standing at the edge of his cliff taking in the scenery.

Conversation with Markos

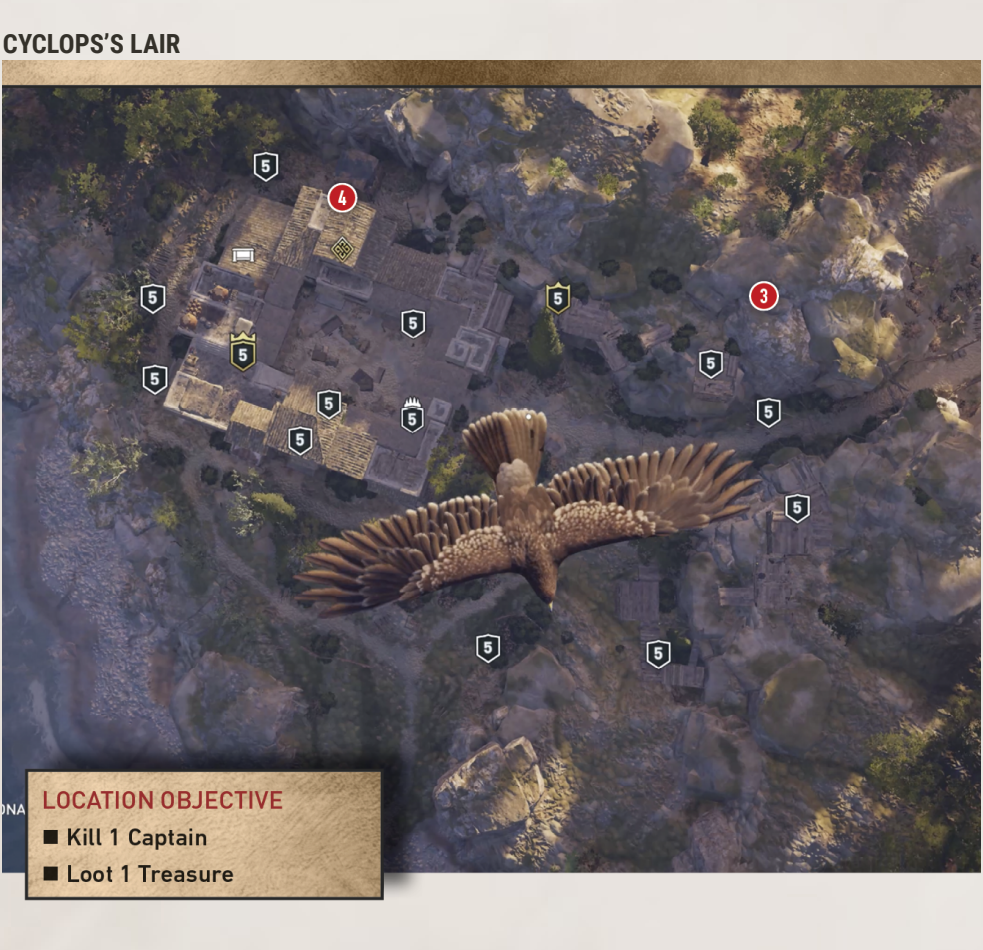
Markos wants you to steal the Cyclops's fake eye. You can take the job by answering **"I'll get the eye"** or ask him for more information during your conversation.


Think! What does the Cyclops value most? His men, his land, his ships? No. His obsidian eye.

Find the Eye at the Cyclops's House

Ride to Cyclops's lair **(2)**. Before entering, send Ikaros over the lair to tag all the enemies, the captain, and the treasure. The eye is marked by an objective icon. Be thorough in your tagging; the last thing you want to do is be surprised by a guard that you have not tagged, especially when you are trying to be stealthy.

CYCLOPS'S LAIR



LOCATION OBJECTIVE
- Kill 1 Captain
- Loot 1 Treasure

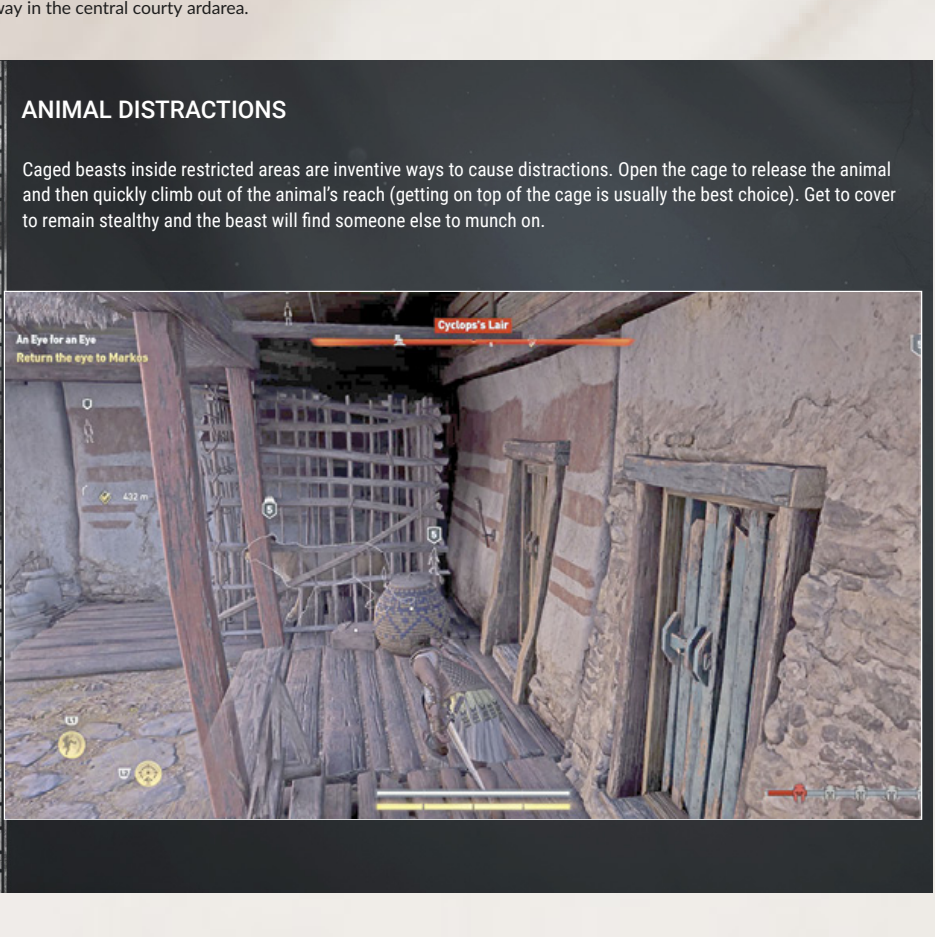
NIGHT RAIDS

If you meditate or just wait for nighttime, you can often catch guards asleep, making it extremely easy to take them out stealthily. However, if you take out one sleeping guard and there is another sleeping next to him, then that second guard will wake up to find you killing his comrade.

Typically, you want to climb to the highest ground to begin your infiltration. We suggest taking out the guards in the high watchtowers along the southeast entrance **(3)** first. Take out all the targets that are alone first and then try to separate others with distractions (like a whistle from cover). Hide bodies if you don't want disruptions in the guards' patrols, or leave them out if you do want them to enter search patterns. Complete the location objectives before leaving. Loot everything you can in restricted areas. Cyclops is not home, but you can find his eye **(4)** in a bag in a first-floor bedroom accessible only from an open doorway in the central court ardarea.

ANIMAL DISTRACTIONS

Caged beasts inside restricted areas are inventive ways to cause distractions. Open the cage to release the animal and then quickly climb out of the animal's reach (getting on top of the cage is usually the best choice). Get to cover to remain stealthy and the beast will find someone else to munch on.

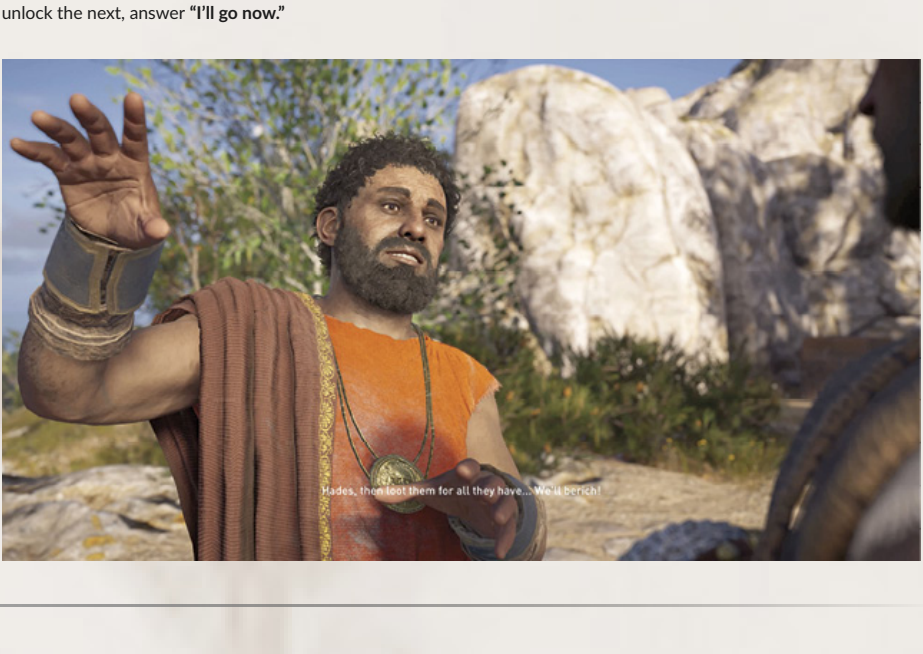


Return the Eye to Markos

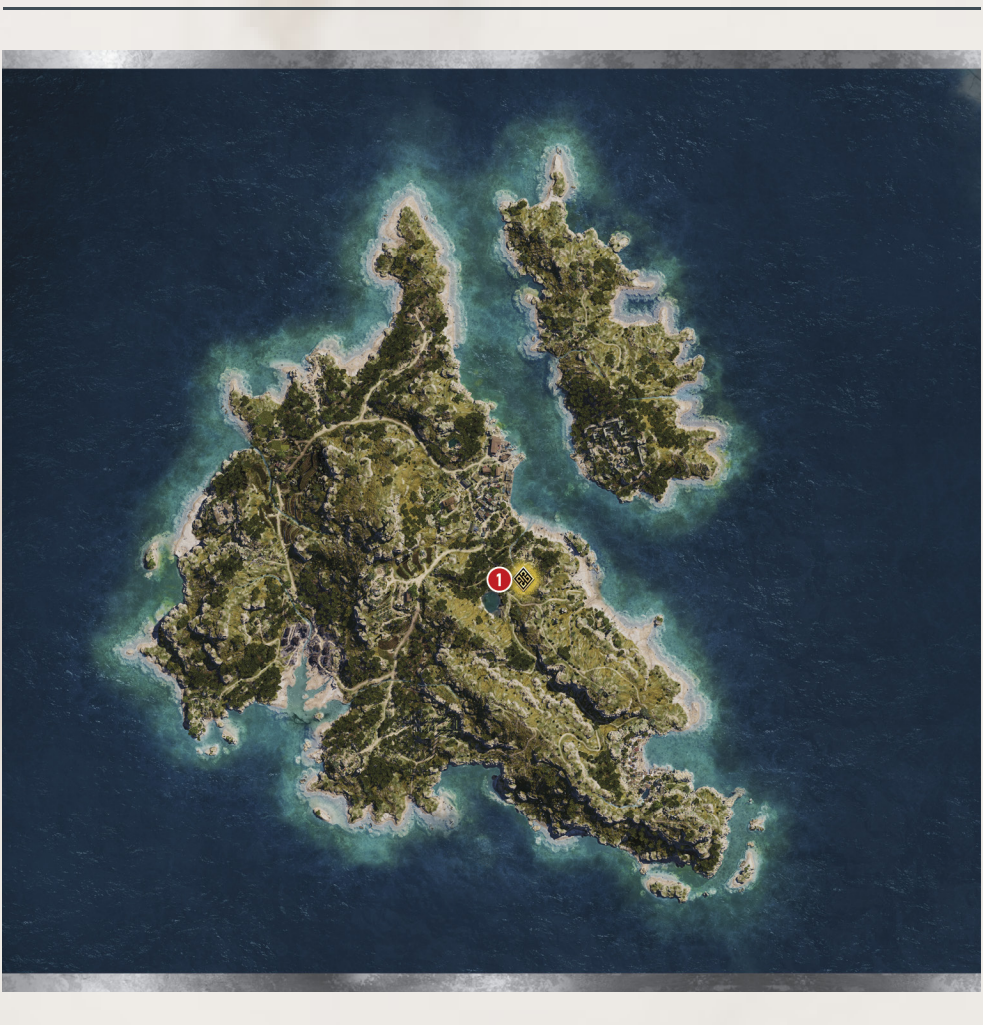
Leave the lair and follow the marker back to Markos **(4)** at his barn near his vineyard. If you were able to retrieve the eye without being detected or by killing everyone in the camp, then his vineyard will be spared from attack. Otherwise, you will return to his vineyard currently under attack. You could be met by the mercenary Talos the Stone Fist if you have not dealt with him yet. Defeat any of Cyclops's men in the immediate area and then talk to Markos (look for the checkmark icon floating above him).

Conversation with Markos

Markos gives you the eye back. Next, he wants you to attack Cyclops to end this once and for all. To end the quest and unlock the next, answer **"I'll go now."**



Fancy Guests



RECOMMENDED LEVEL: 5

PREREQUISITE: Complete *An Eye for an Eye*

UNLOCKS: *Penelope's Shroud*

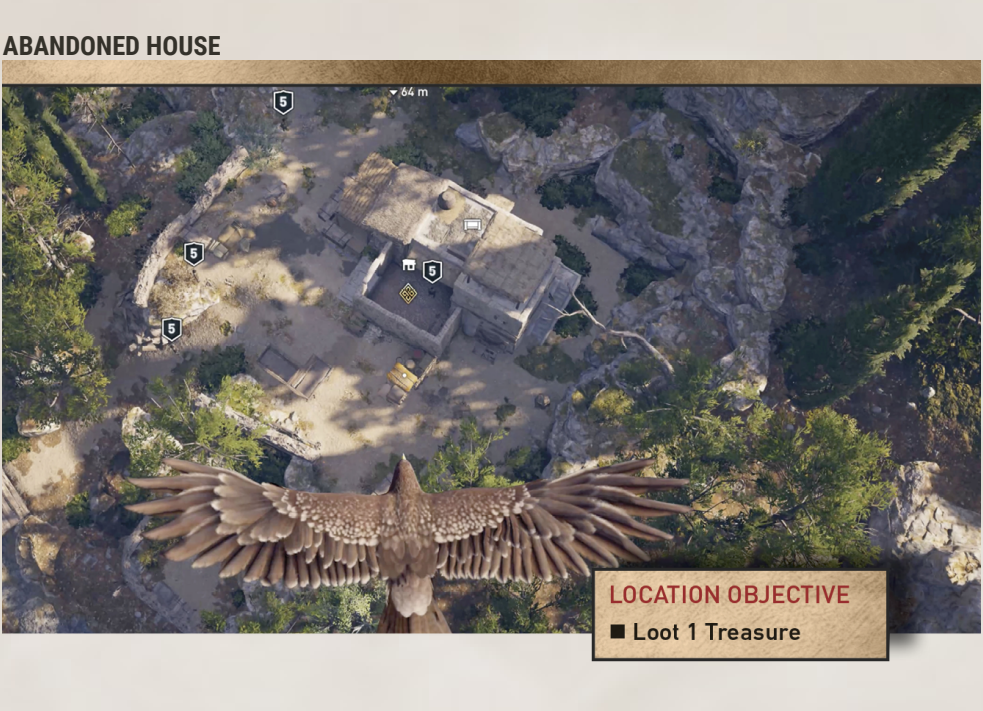
STORY: You've had enough of Markos's scheming, but the fun isn't quite over. Unknown visitors have docked in Kephallonia, and Markos is sure they'll stand in the way of his plans.

Find and Kill the Newcomers

Head to the east coast to the abandoned house **(1)**; send Ikaros up to find the target and mark all the targets in the area. Move around the property and eliminate the handful of enemies (the ones with yellow markers over their heads).

An overturned tree behind the house leads directly to the rooftop. Start your attack with some drop assassinations. Grab the contents of the chest on the first floor to complete the location objective.

ABANDONED HOUSE

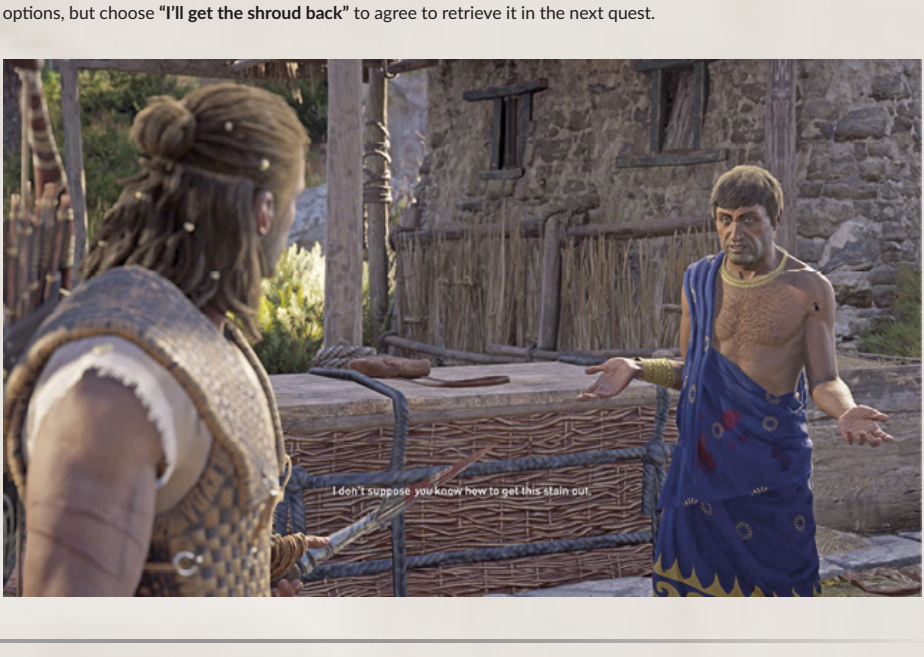


LOCATION OBJECTIVE
- Loot 1 Treasure

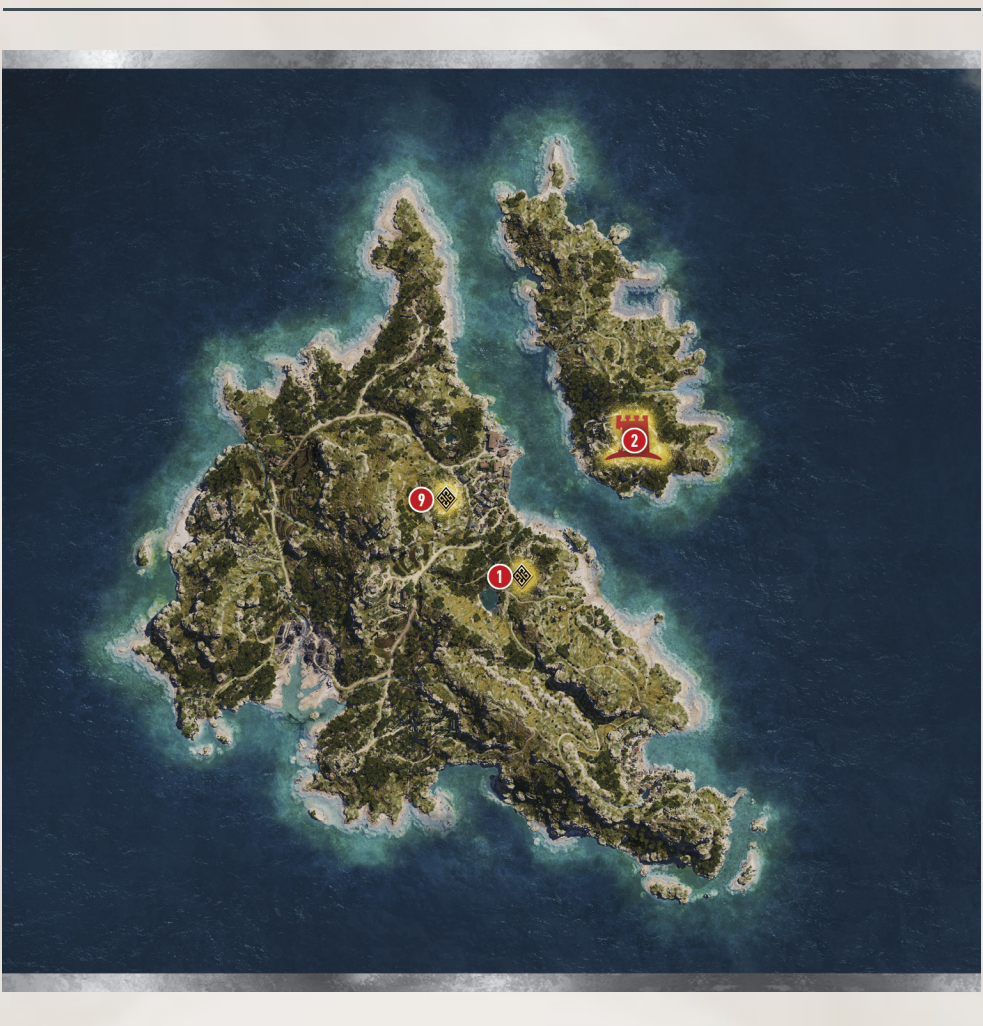
When you defeat the final guard, Elpenor (the man they're working for) grabs the injured man's sword and finishes him off for you.

Conversation with Elpenor

You carry on a conversation with the snobbish man from Kirrha. It turns out he's heard of you and asks you to recover Penelope's woven shroud, a prized possession stolen from him. Dig deeper into the story with the conversation options, but choose **"I'll get the shroud back"** to agree to retrieve it in the next quest.



Penelope's Shroud



RECOMMENDED LEVEL: 6

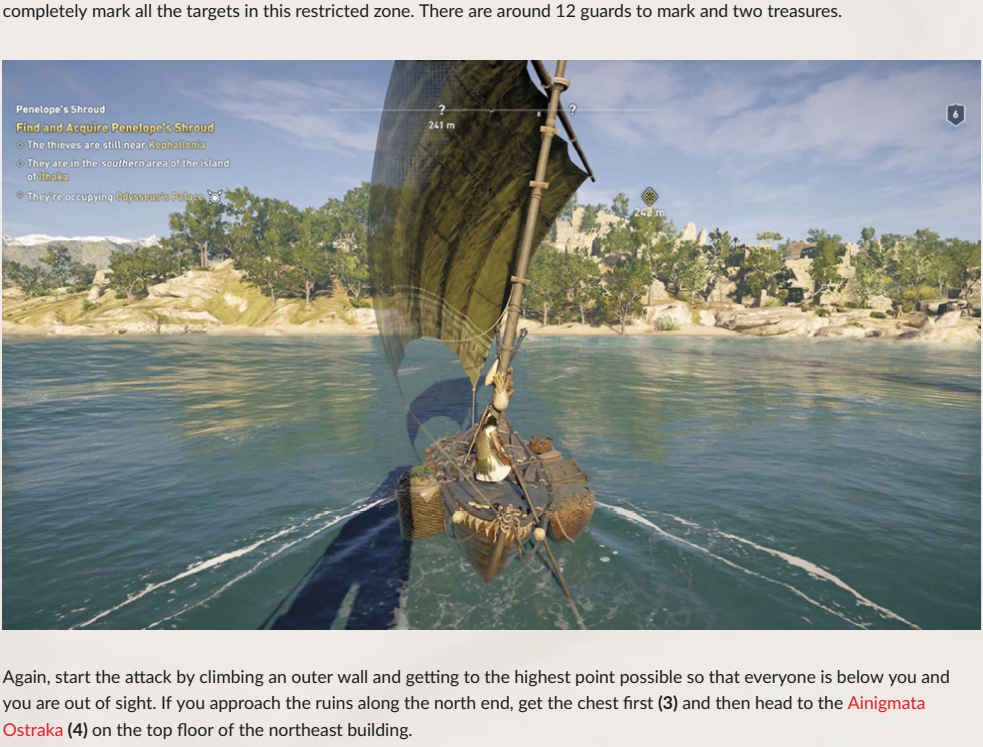
PREREQUISITE: Complete *Fancy Guests*

UNLOCKS: *The Big Break*

STORY: Enticed by the mysterious Elpenor, you accept his request to retrieve the mythical Penelope's shroud. Its recovery, said Elpenor, is crucial, and you will find out why.

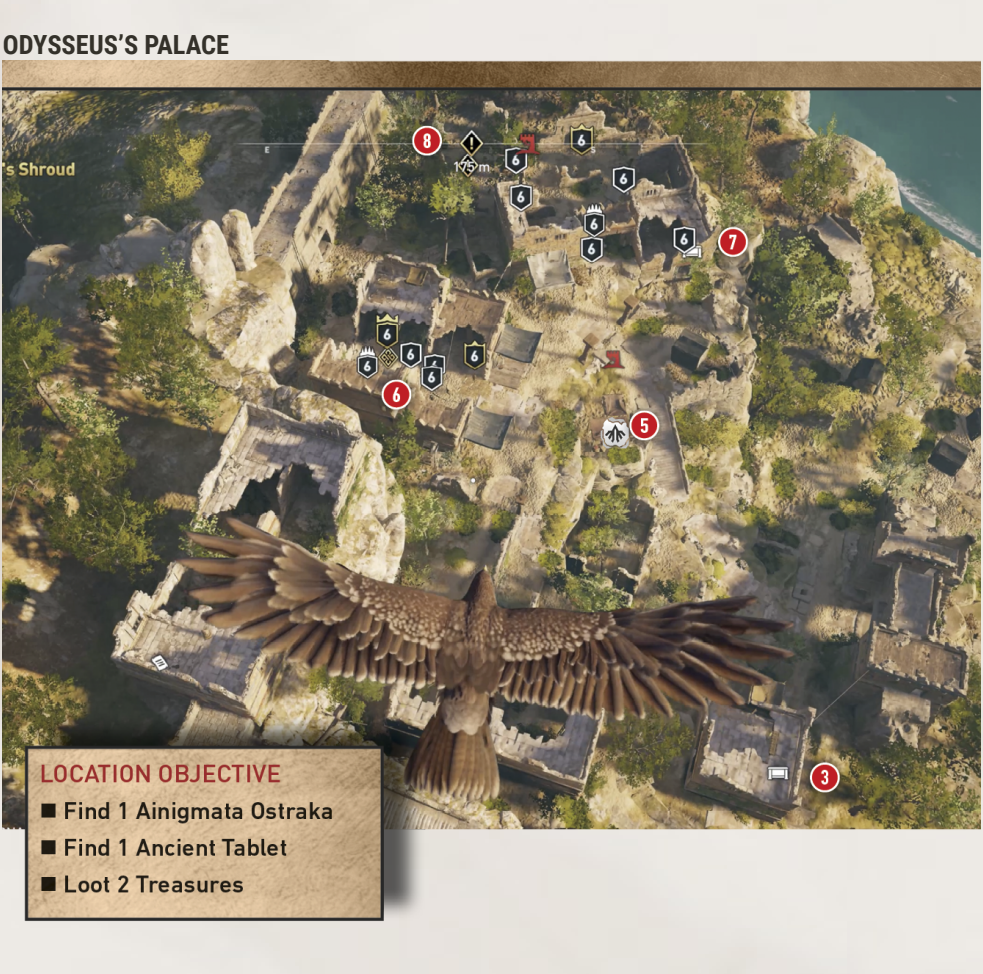
Find and Acquire Penelope's Shroud

If you are still at the abandoned house **(1)** area from the last quest, look northeast for the first objective in this quest. The thieves are still in Kephallonia, in Odysseus's palace **(2)**, which is in the southern area of the island of Ithaka to the northeast of the main island. Steal a boat from the shore, row over to Ithaka, and send Ikaros over the palace to find the shroud and then to completely mark all the targets in this restricted zone. There are around 12 guards to mark and two treasures.



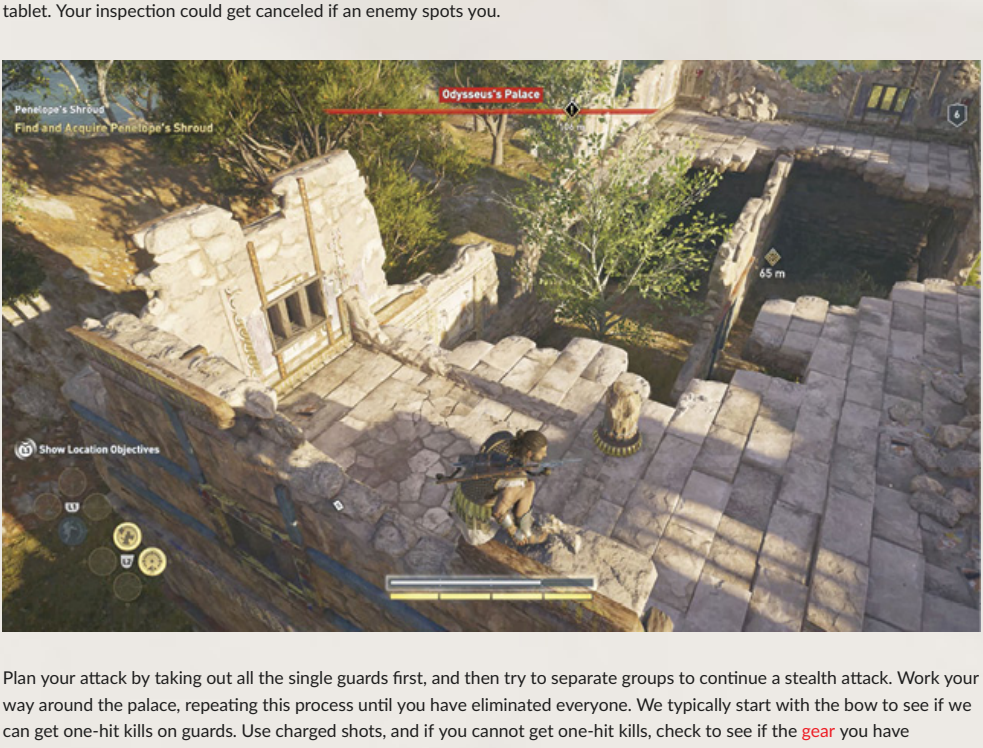
Again, start the attack by climbing an outer wall and getting to the highest point possible so that everyone is below you and you are out of sight. If you approach the ruins along the north end, get the chest first **(3)** and then head to the Ainigmata Ostraka **(4)** on the top floor of the northeast building.

ODYSSEUS'S PALACE

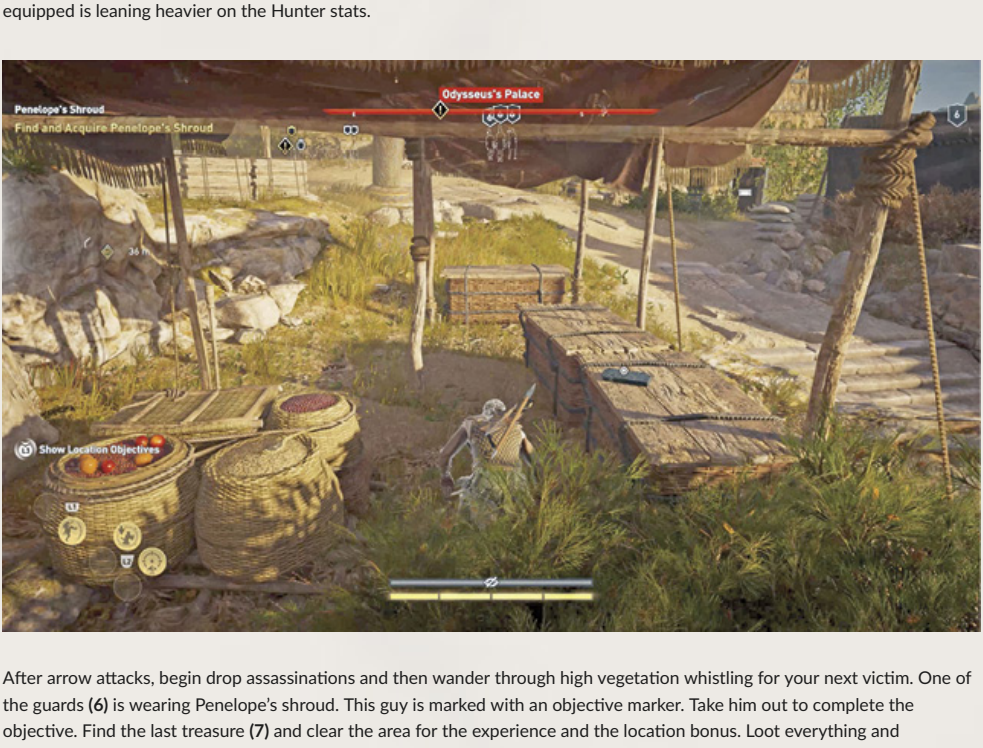


LOCATION OBJECTIVE
- Find 1 Ainigmata Ostraka
- Find 1 Ancient Tablet
- Loot 2 Treasures

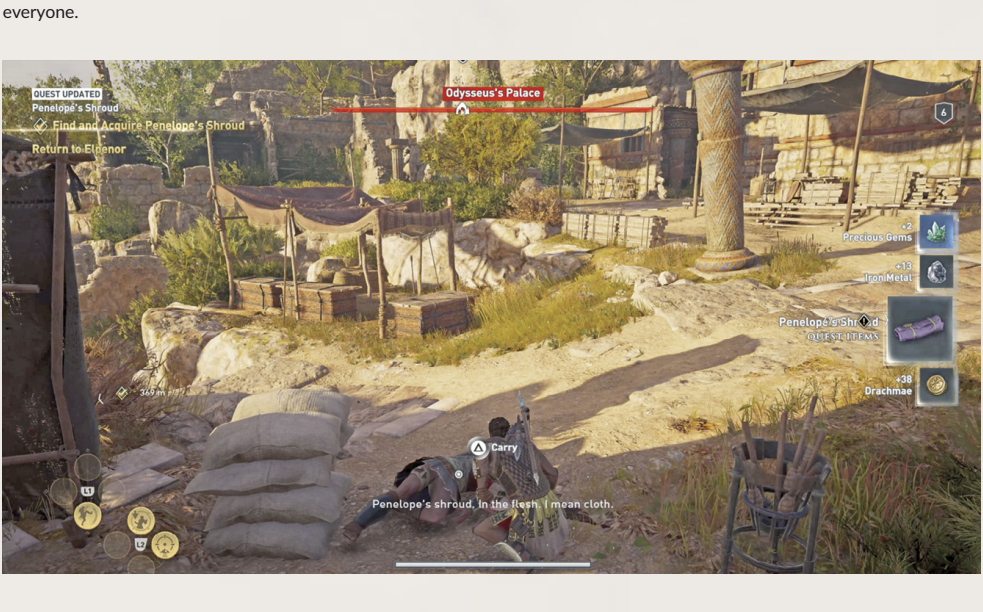
Next go for the ancient tablet on the table under the tent **(5)** if no one is around. It takes a few moments to fully examine a tablet. Your inspection could get canceled if an enemy spots you.



Plan your attack by taking out all the single guards first, and then try to separate groups to continue a stealth attack. Work your way around the palace, repeating this process until you have eliminated everyone. We typically start with the bow to see if we can get one-hit kills on guards. Use charged shots, and if you cannot get one-hit kills, check to see if the gear you have equipped is leaning heavier on the Hunter stats.

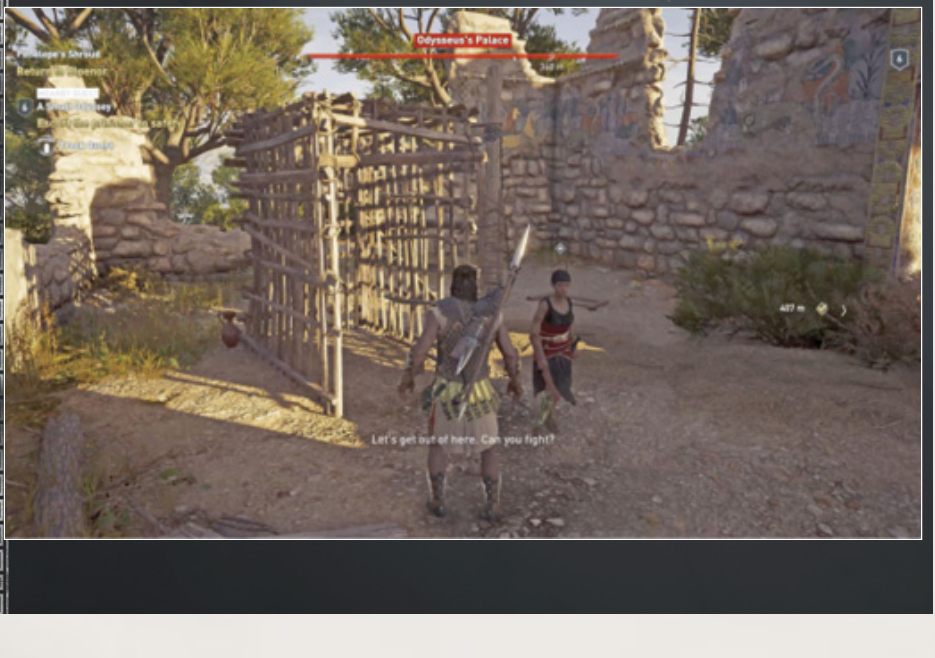


After arrow attacks, begin drop assassinations and then wander through high vegetation whistling for your next victim. One of the guards **(6)** is wearing Penelope's shroud. This guy is marked with an objective marker. Take him out to complete the objective. Find the last treasure **(7)** and clear the area for the experience and the location bonus. Loot everything and everyone.



A SMALL ODYSSEY

Aside from the location objectives, you can find and free Odessa **(8)** from a cage in the palace. Follow her just outside the restricted area and talk to her to begin the side quest A Small Odyssey. You can easily complete her quest before you return to Elpenor. This is a character that you can romance if you hit it off in your conversation options.

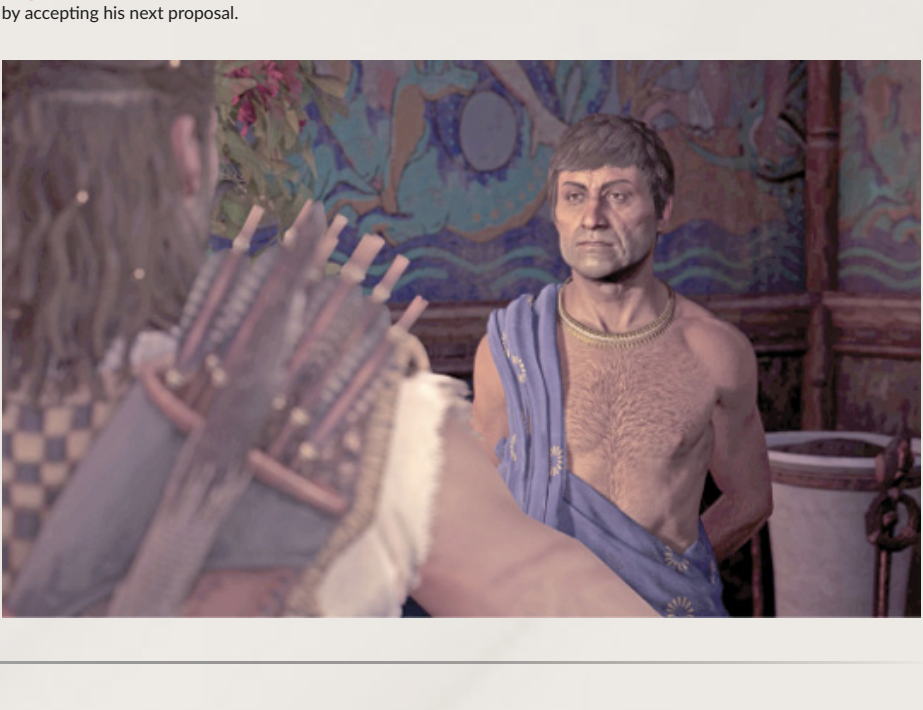


Return to Elpenor

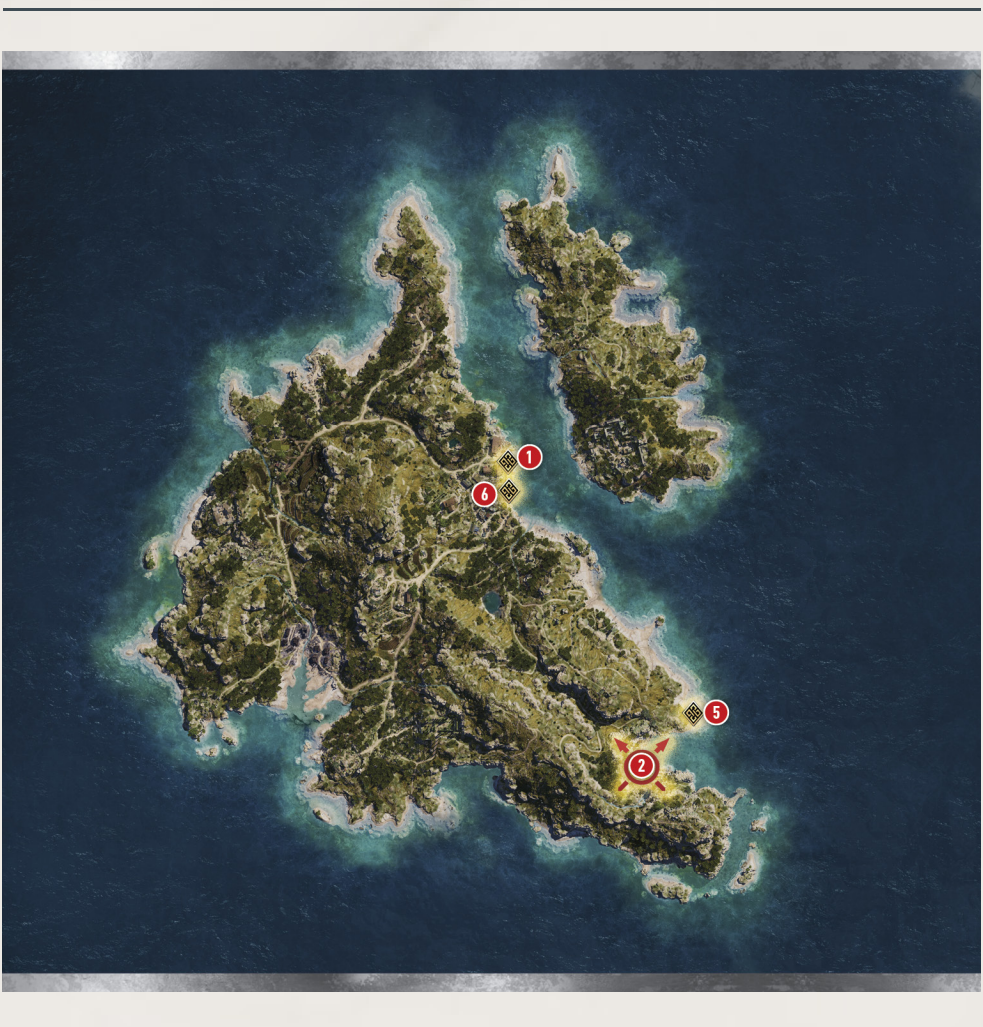
You can find Elpenor **(9)** at the Temple of Zeus. Talk to him to complete the quest. Curiously, he allows you to keep the shroud. That last quest was just a test to see what you were made of. Next, he wants you to kill a general in Megaris.

Conversation with Elpenor

Select conversation options that pique your curiosity. Take the contract. And when asked if you have a boat to sail to Megaris, it doesn't matter if you lie or not; either way, you have to find a boat in your next quest. You can end the quest by accepting his next proposal.



The Big Break



RECOMMENDED LEVEL: 7

PREREQUISITE: Complete *Penelope's Shroud*

UNLOCKS: *Learning the Ropes*

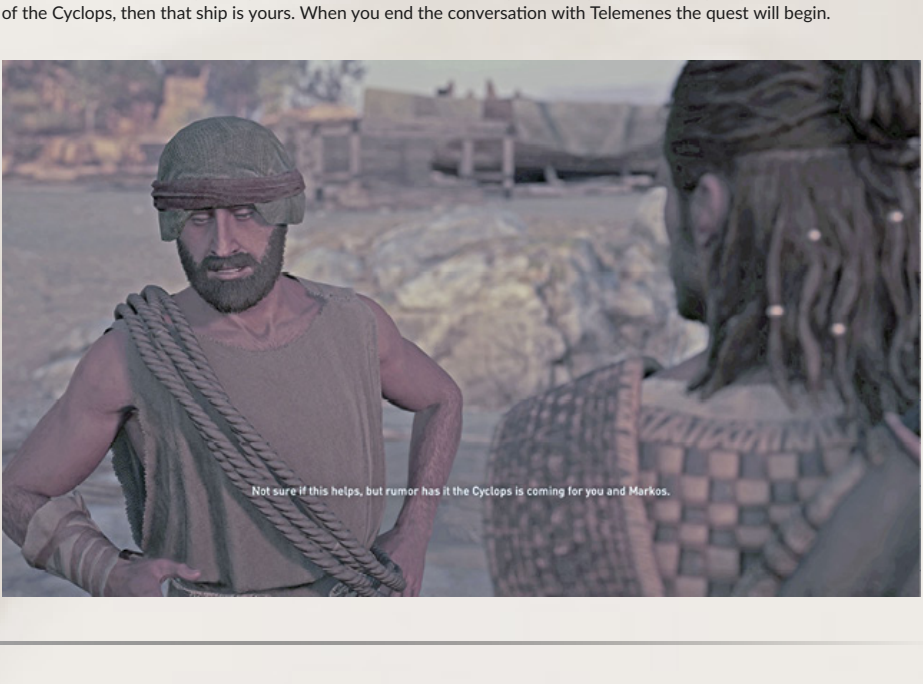
STORY: Impressed with your skills, Elpenor offers you the contract of a lifetime: to kill a military general. The only problem is his new target is in Megaris, which means you need a ship.

Talk to the Shipbuilder

Head to the northeast coast of Kephallonia in the coast of Koliadai and speak to Telemenes, the shipbuilder **(1)** standing near the ship construction site.

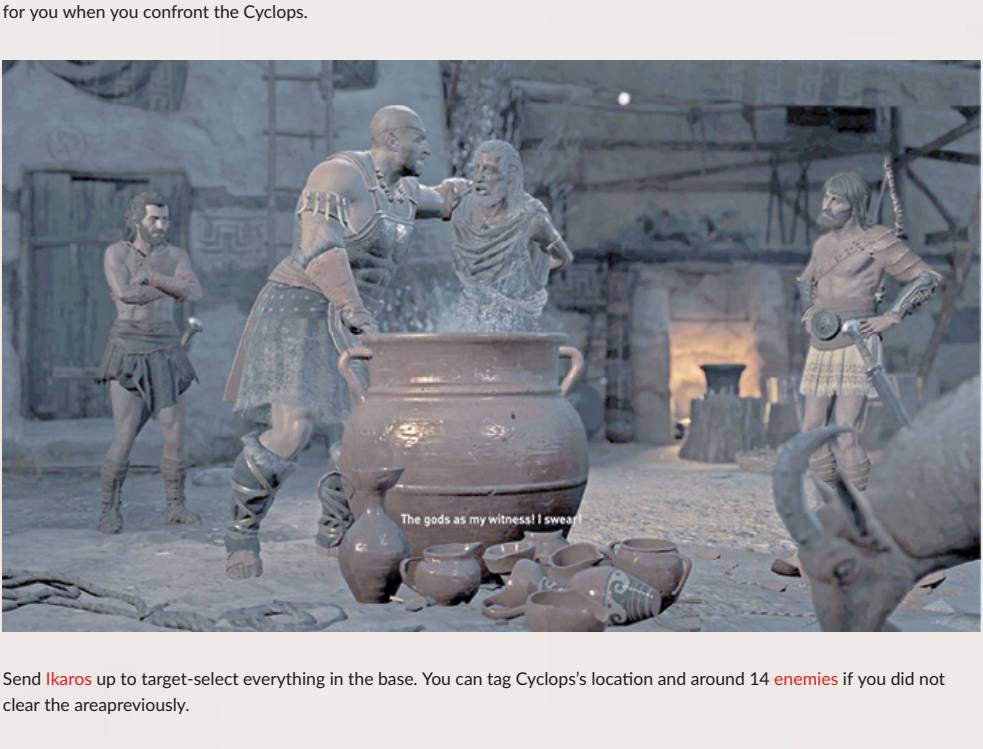
Conversation with Telemenes

You don't have the money to buy his ship, but Telemenes informs you that Cyclops has a ship. If you finally rid the earth of the Cyclops, then that ship is yours. When you end the conversation with Telemenes the quest will begin.


Not sure if this helps, but rumor has it the Cyclops is coming for you and Markos.

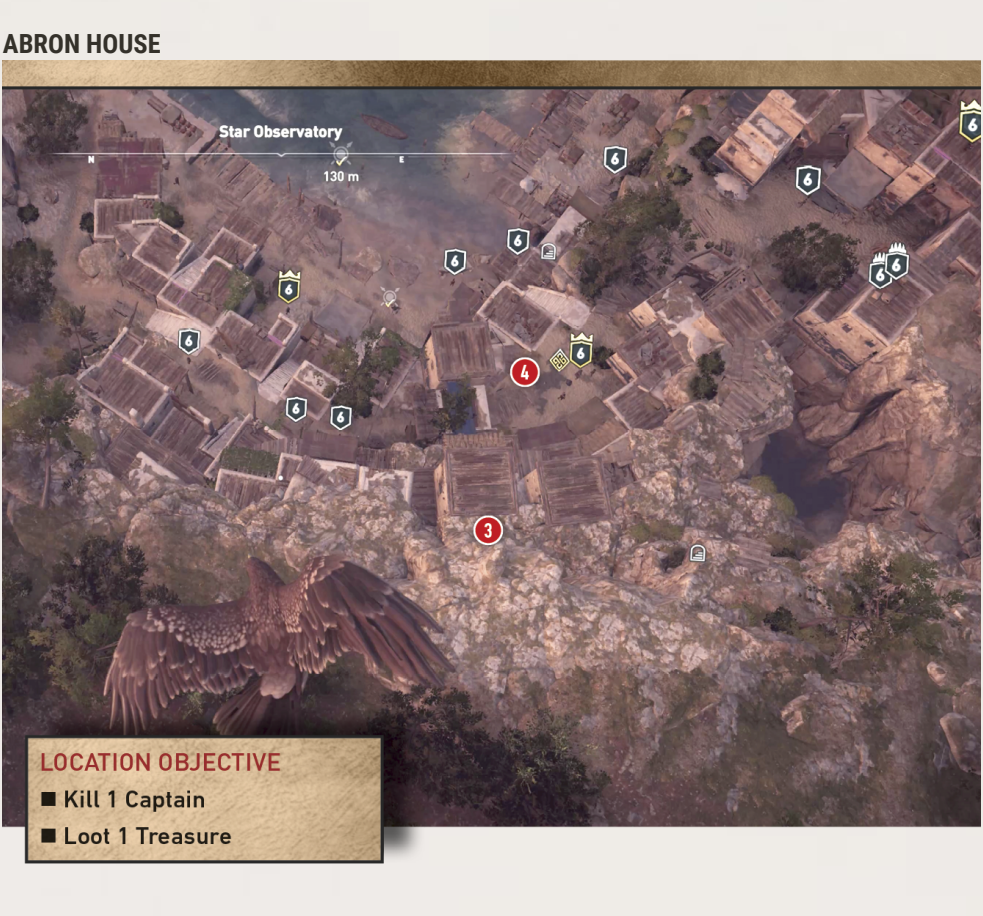
Deal with the Cyclops to Get a Ship

Cyclops is docked in the center of the Pronnoi Peninsula in Kleptous Bay **(2)**. This location has an objective that can be met while dealing with the Cyclops, but it's better to clear this location ahead of time and then deal with the Cyclops and his two goons without the original guards getting in your way. If you do not clear this area beforehand the soldiers will eventually come for you when you confront the Cyclops.



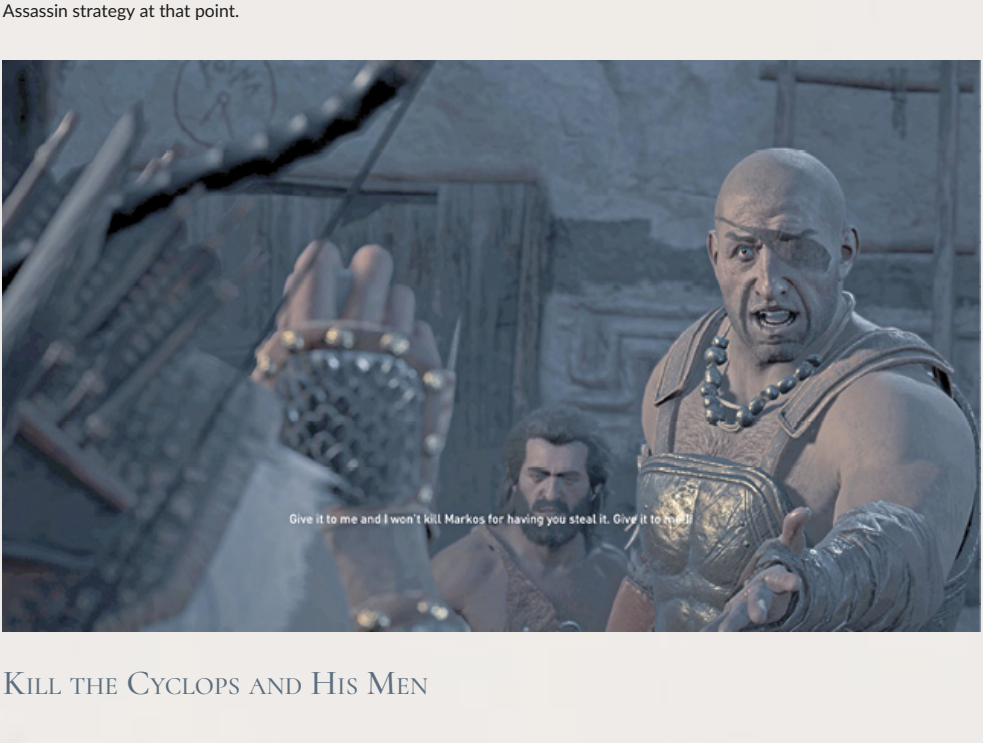
Send Ikaros up to target-select everything in the base. You can tag Cyclops's location and around 14 enemies if you did not clear the areapreviously.

ABRON HOUSE



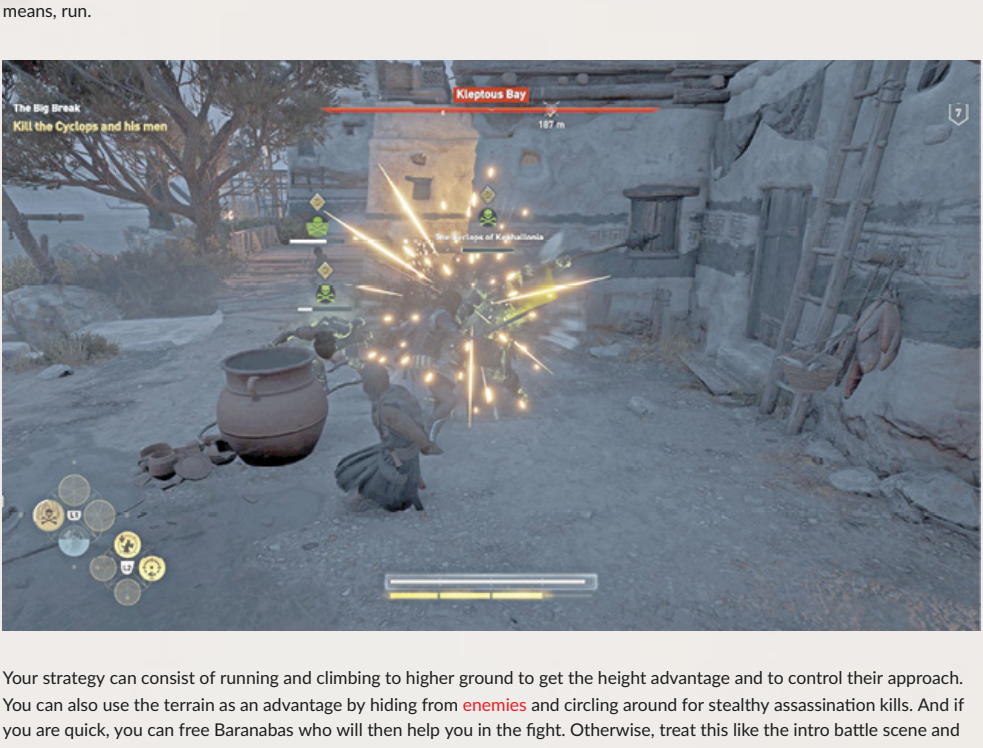
LOCATION OBJECTIVE
- Kill 1 Captain
- Loot 1 Treasure

Since this town is built into the side of a cliff, a top-down **(3)** approach is highly recommended. Just keep in mind that when you get as close as 30 meters to the Cyclops **(4)**, a cinematic is triggered and afterward you are placed face to face with Cyclops and two of his henchmen. So, with this in mind, prepare your gear for Warrior fighting, as there will be no stealthy Assassin strategy at that point.


Give it to me and I won't kill Markos for having you steal it. Give it to me!

Kill the Cyclops and His Men

If you know your capabilities and the gear you currently have will be no match for the Cyclops and his two guards, then by all means, run.



Your strategy can consist of running and climbing to higher ground to get the height advantage and to control their approach. You can also use the terrain as an advantage by hiding from enemies and circling around for stealthy assassination kills. And if you are quick, you can free Baranabas who will then help you in the fight. Otherwise, treat this like the intro battle scene and employ good blocking and counterstrike techniques while activating Warrior abilities (when charged) to defeat all three enemies (all marked with objective markers now) in hand-to-hand combat—a quickly shot arrow to the head here and there is always helpful. You should be a level 6 by now if you have been completing side quests, so you should be evenly matched for the fight. Make sure to grab the Cyclops's gear after he falls.

ORICHALCUM ORE

There's a rare resource called Orichalcum ore located in the water found through a tunnel on ground level near the center of the village. You can also reach it by diving from the cliff above. Using Ikaros you can see a large, open watery cavern behind the town. This resource can be found hidden all across the world, and also by completing Live content that bear the blue icon associated with this resource. It can be spent in the shop "Oikos of the Olympians" in the Region of Phokis.

Free Barnabas

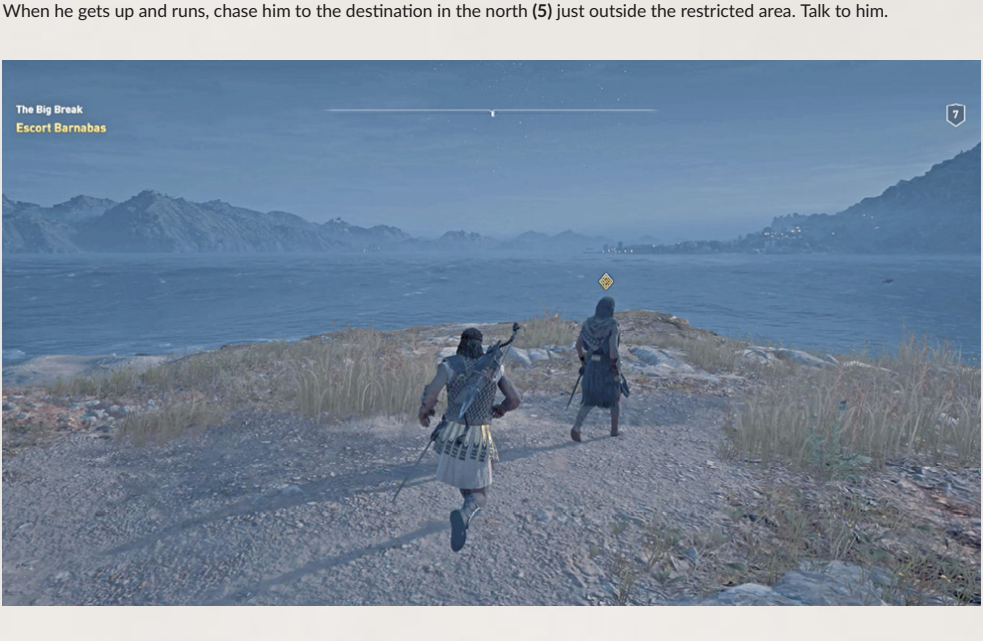
A SHIP CAME SAILING

There is a prisoner in a cage on the southeastern shore of the bay. Freeing him and delivering him to his brother on the clifftop above is the A Ship Came Sailing side quest, which can easily be completed now. Just make sure you follow him; don't let him get lost or you'll fail that side quest.

Barnabas is still in the same location **(4)** where Cyclops was dunking him in a water-filled barrel. Return to him and free him.

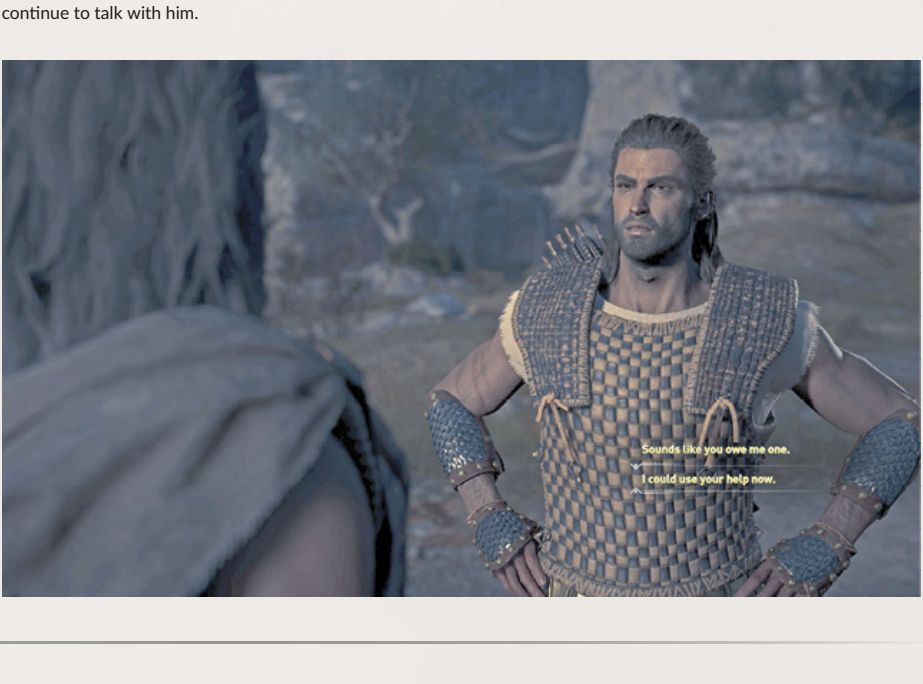
Escort Barnabas

When he gets up and runs, chase him to the destination in the north **(5)** just outside the restricted area. Talk to him.



Conversation with Barnabas

Choose any answers you're in the mood for. In the ending cinematic you two become acquainted; you gain a new friend, a ship (the Adrestia), and a full crew ready to help. You can learn more about Barnabas and his story if you continue to talk with him.

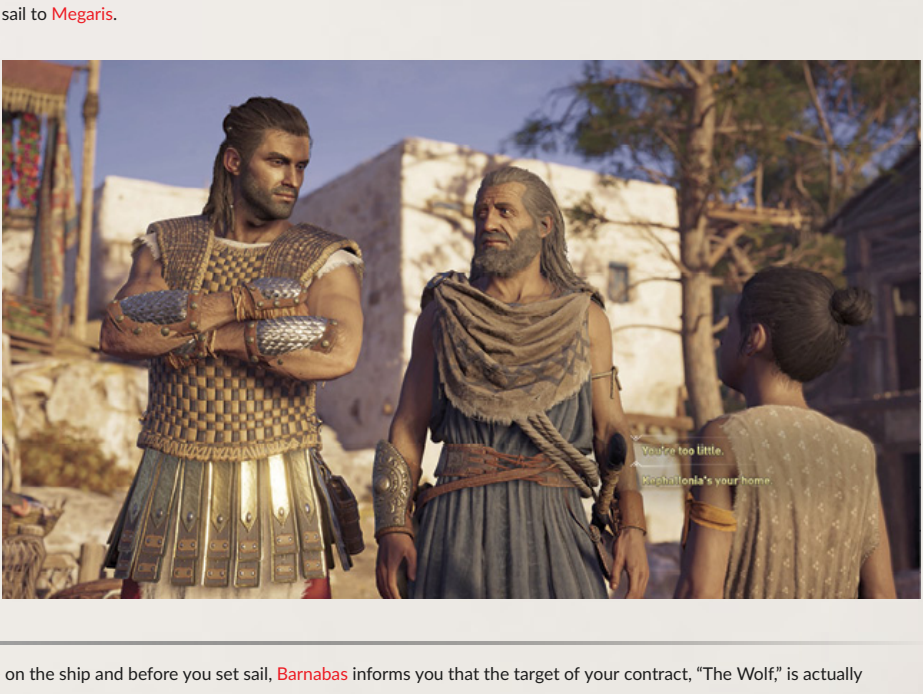


Talk to Barnabas in Sami Harbor

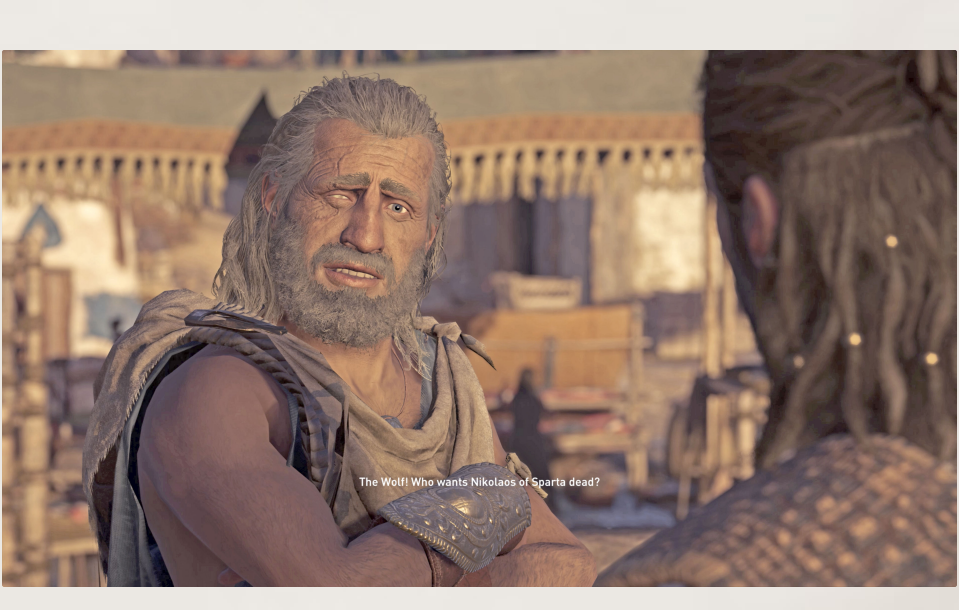
Follow the new marker northwest to Sami Harbor to find Barnabas **(6)**. Talk to him when you are ready to say goodbye to Phoibe, Markos, and your home.

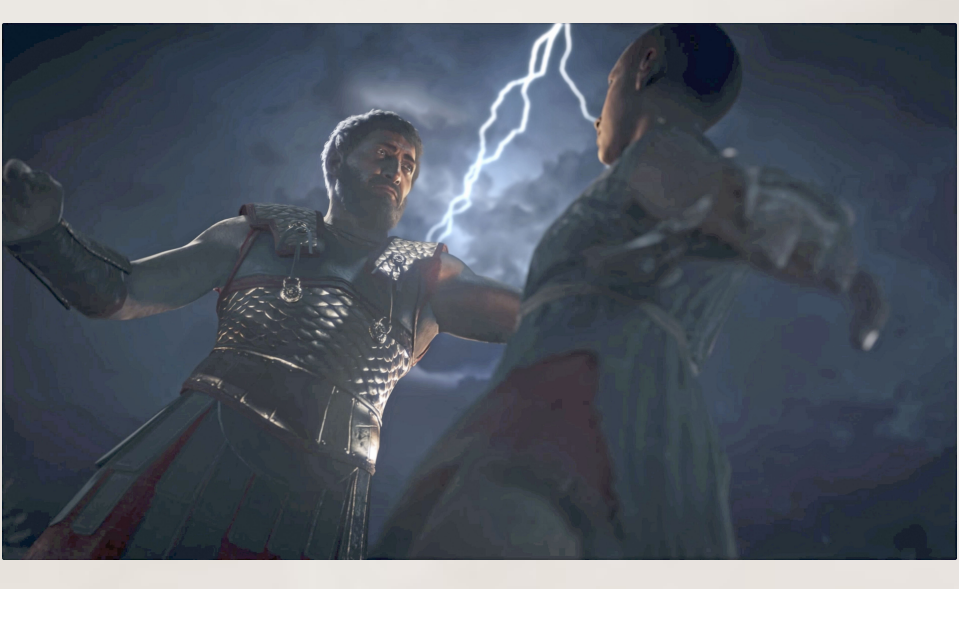
Conversation with Phoibe and Markos

If you have unfinished business on the island, choose **"Not yet"** (when talking to Barnabas at the end of the conversation). Finish all of Kephallonia's side quests and location challenges and then return and answer **"Let's go"** to sail to Megaris.



While on the ship and before you set sail, Barnabas informs you that the target of your contract, "The Wolf," is actually Nikolaos of Sparta. You share with Baranabas that Nikolaos is your father. In the cinematic that follows you understand why no strong bonds exist to be broken if you do decide to go through with the contract to kill your father.





KEPHALLONIA ISLANDS

THE WOLF HUNT

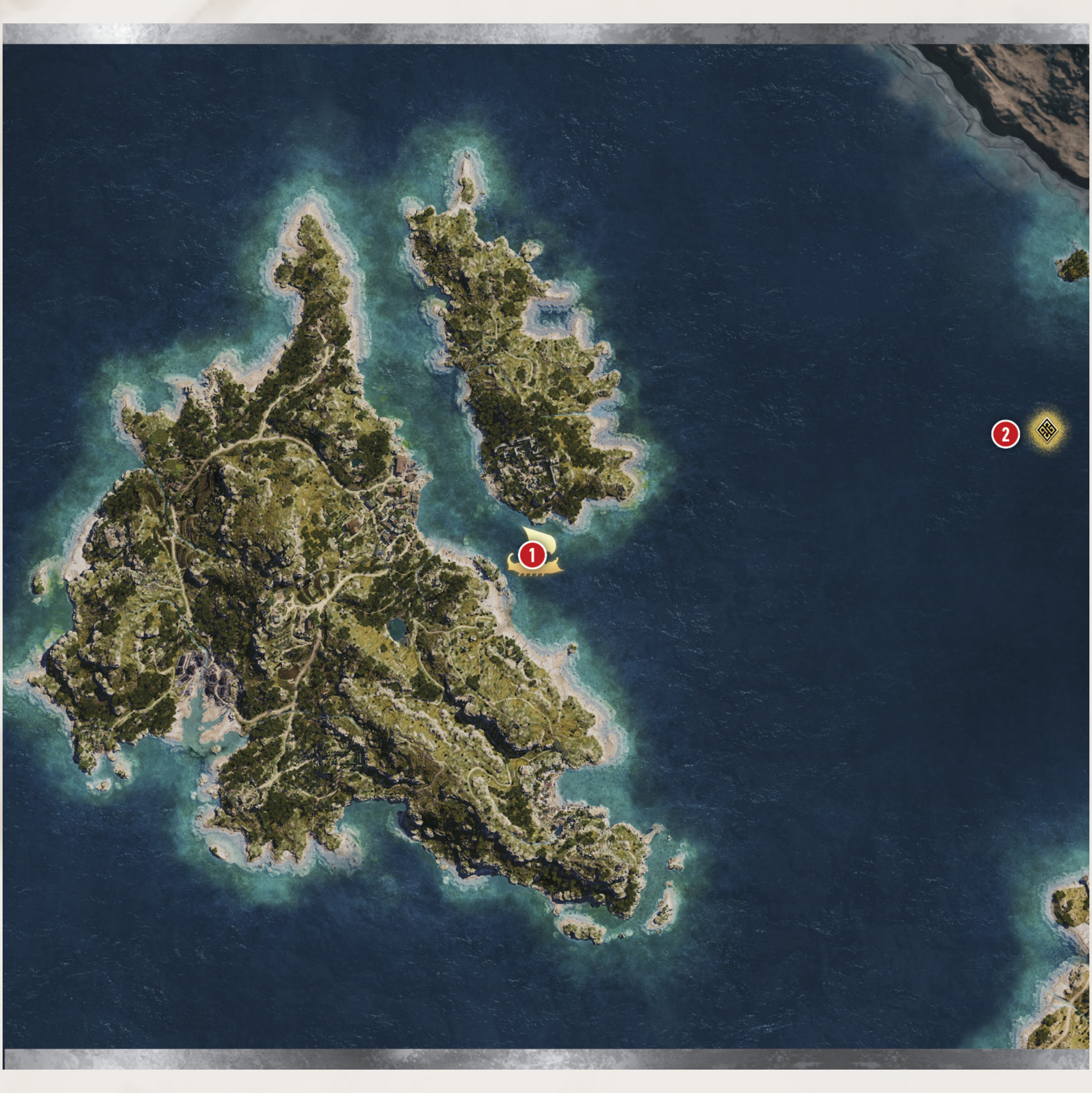
Learning the Ropes

Destroy the Ship and Acquire Barnabas's Shipment

As you set sail to Megaris, Barnabas **(1)** mentions a shipment of his stolen by pirates while Cyclops was giving him a beatdown. You can learn the ropes by getting his shipment back. Walk up to the edge of the rail overlooking the crew below. Take command of the ship and follow the onscreen tips for maneuvering it. For detailed instructions and tips on everything ship related, see the Essentials chapter.

Sail to the pirates **(2)** some 1,050 meters to the east. Press and hold the **dodge** button to put the main sail up and hit top speed on the ocean.

Well, when the Cyclops was giving me a drumming, his pirates took my cargo. I know their ship, and I know where they're



RECOMMENDED LEVEL: 7

PREREQUISITE: Complete ***The Big Break***

UNLOCKS: ***Equal Employment Opportunity Program***

STORY: Barnabas's ship has seen better days, but you quickly learned how to make it formidable once more.

Although not all ships are hostile, keep your eyes open for other ships (pirate or not) along your route that may become aggressive—meaning, you may get sea battle training before you even reach the target.

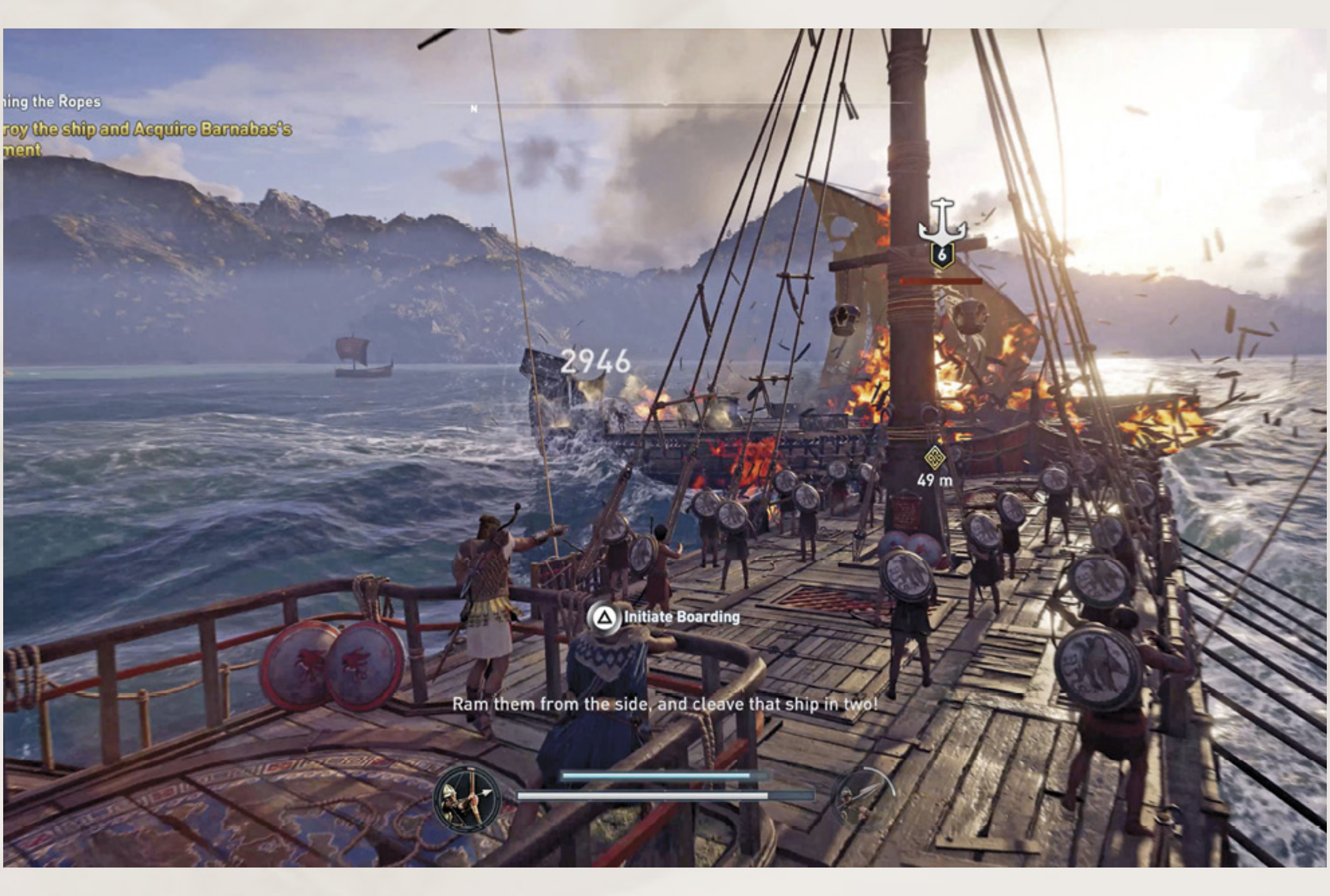
When you reach the target **(2)**, you'll be relieved to find that it's a single pirate ship and its level is slightly lower than your own (you should be around a level 7 by now—your ship's level reflects your own).

Try to start the battle by ramming into the side of the enemy ship at full ram speed. This will take about half of its health away. Follow this up with a few direct arrow volleys.

When the anchor icon appears above the fully drained health bar above the ship, finish the enemy off with a ram through the middle to get battle bonuses.

GET THE FIRE BRAZIERS

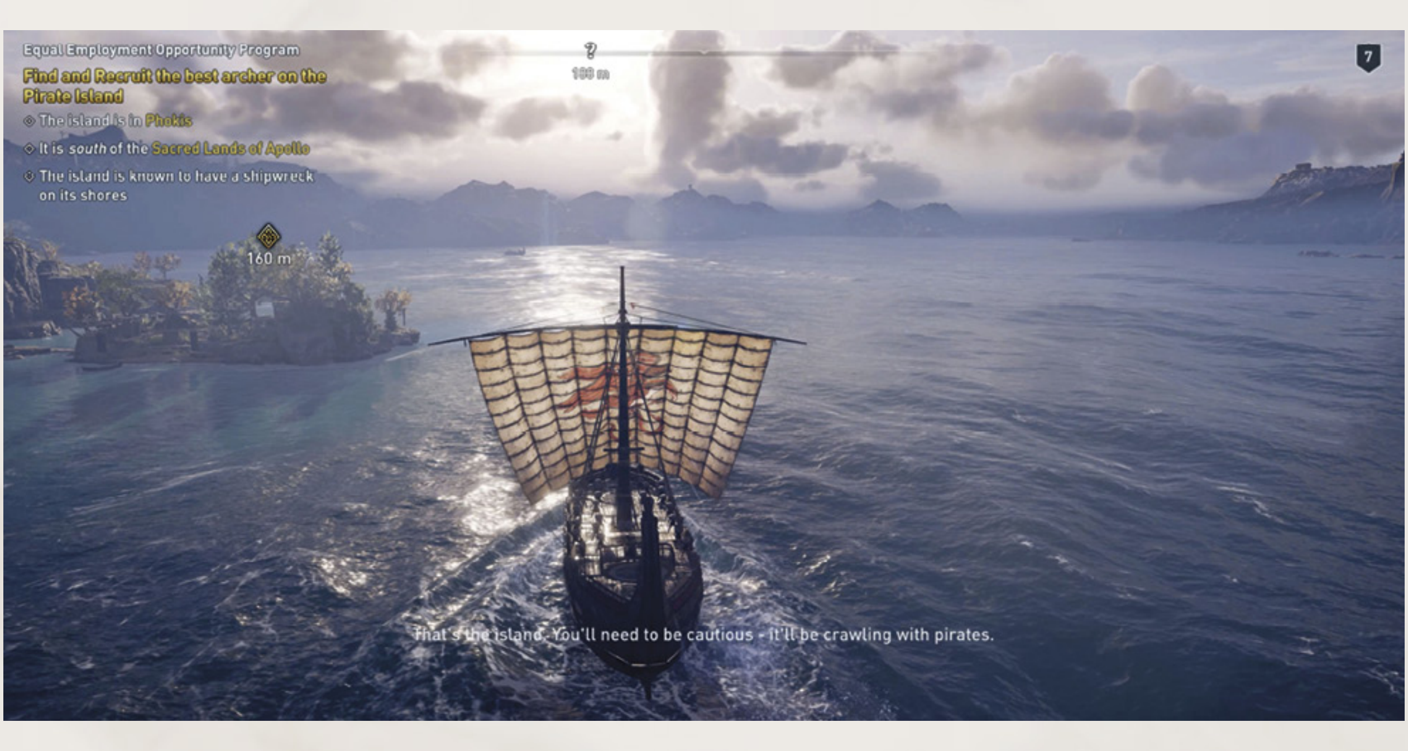
Try to upgrade your ship before the next quest. We suggest starting with the fire braziers. They cost you some minerals and some gold, but no more than a sword would set you back. Having fire arrows absolutely changes things for the better on these angry seas.

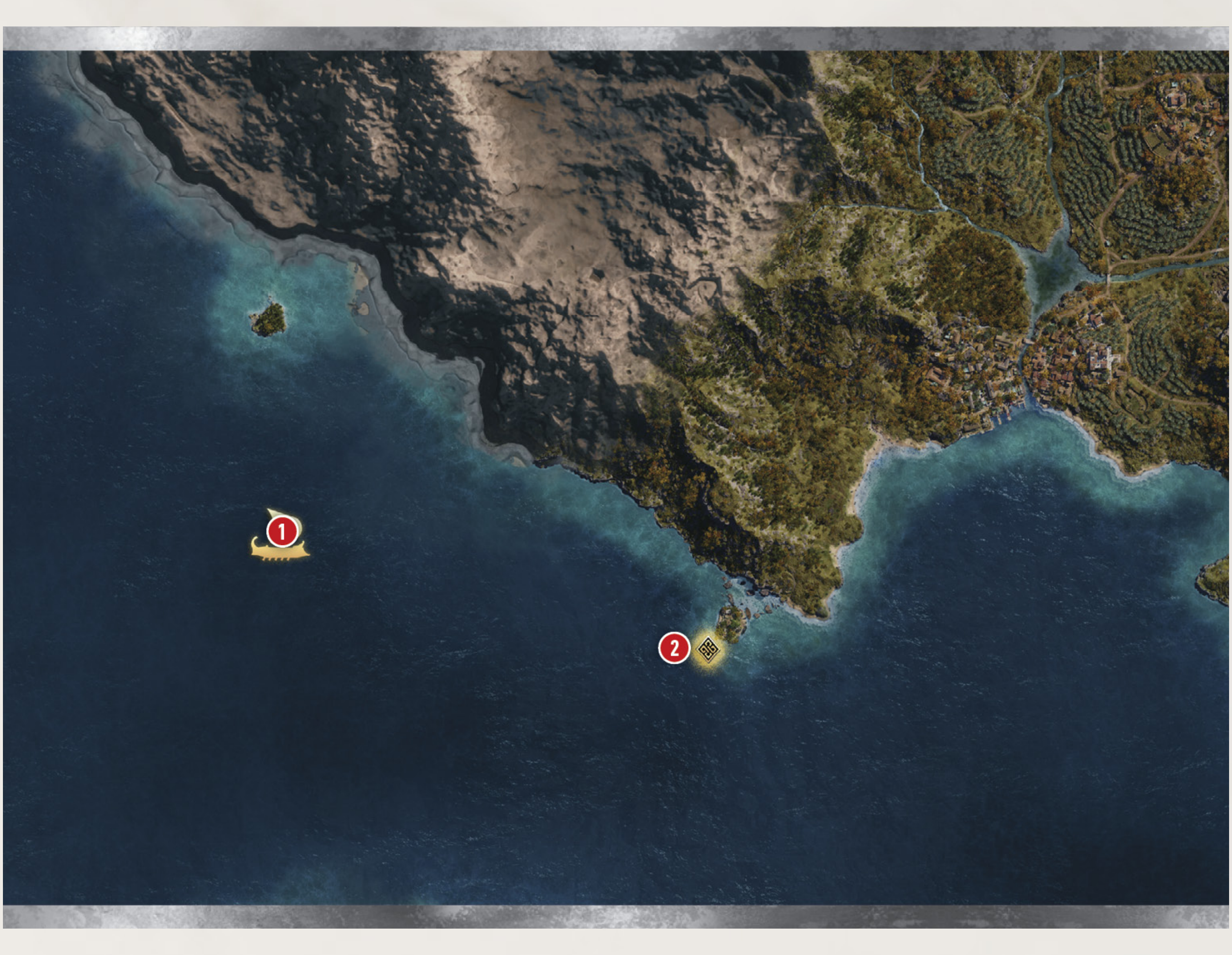

2946
6
49 m
Initiate Boarding
Ram them from the side, and cleave that ship in two!

Equal Employment Opportunity Program

Find and Recruit the Best Archer on the Pirate Island

Having lost a few men in the sea battle, you must now find replacements. This introduces the crew recruitment feature. From the location of the last battle **(1),** sail east to the pirate island where the marooned bandit camp **(2)** is located. This is on the edge of the Sacred Lands of Apollo's south shore. There is a location objective opportunity too. Check that you are wearing gear that enhances your gameplay style: Hunter, Warrior, or Assassin.


Equal Employment Opportunity Program
Find and Recruit the best archer on the Pirate Island
The island is in Phokis
It is south of the Sacred Lands of Apollo
The island is known to have a shipwreck on its shores
160 m
7
That's the island. You'll need to be cautious - it'll be crawling with pirates.



RECOMMENDED LEVEL: 7

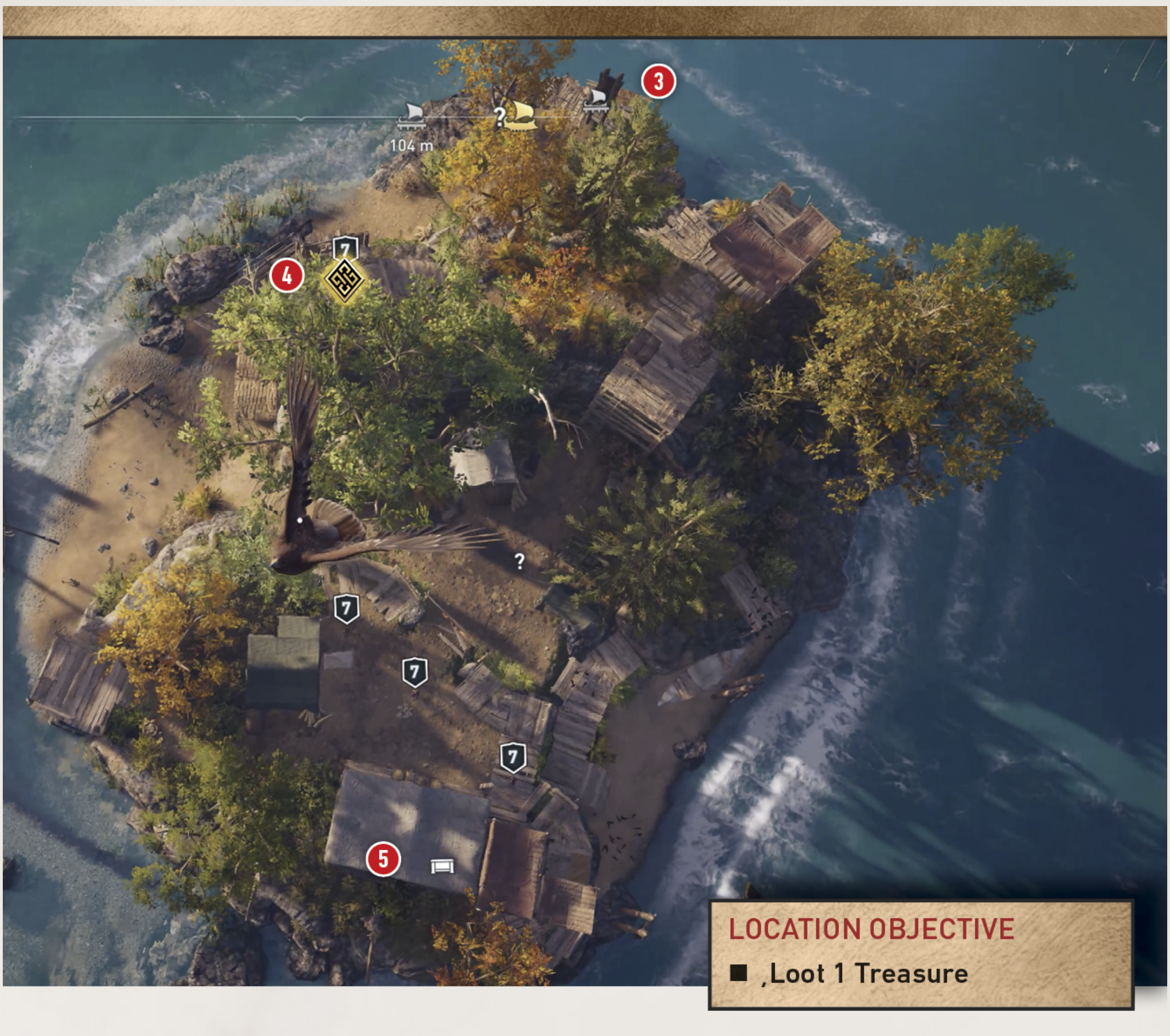
PREREQUISITE: Complete ***Learning the Ropes***

UNLOCKS: ***A Journey into War***

STORY: Barnabas's ship is under-crewed, so he suggests a new hire. You decide that you'll be in charge of recruiting new crew members yourself.

Send Ikaros into the air to locate the best archer **(4)** on the pirate island while tagging the remaining targets in the marooned bandit camp.

MAROONED BANDIT CAMP



LOCATION OBJECTIVE
■ Loot 1 Treasure

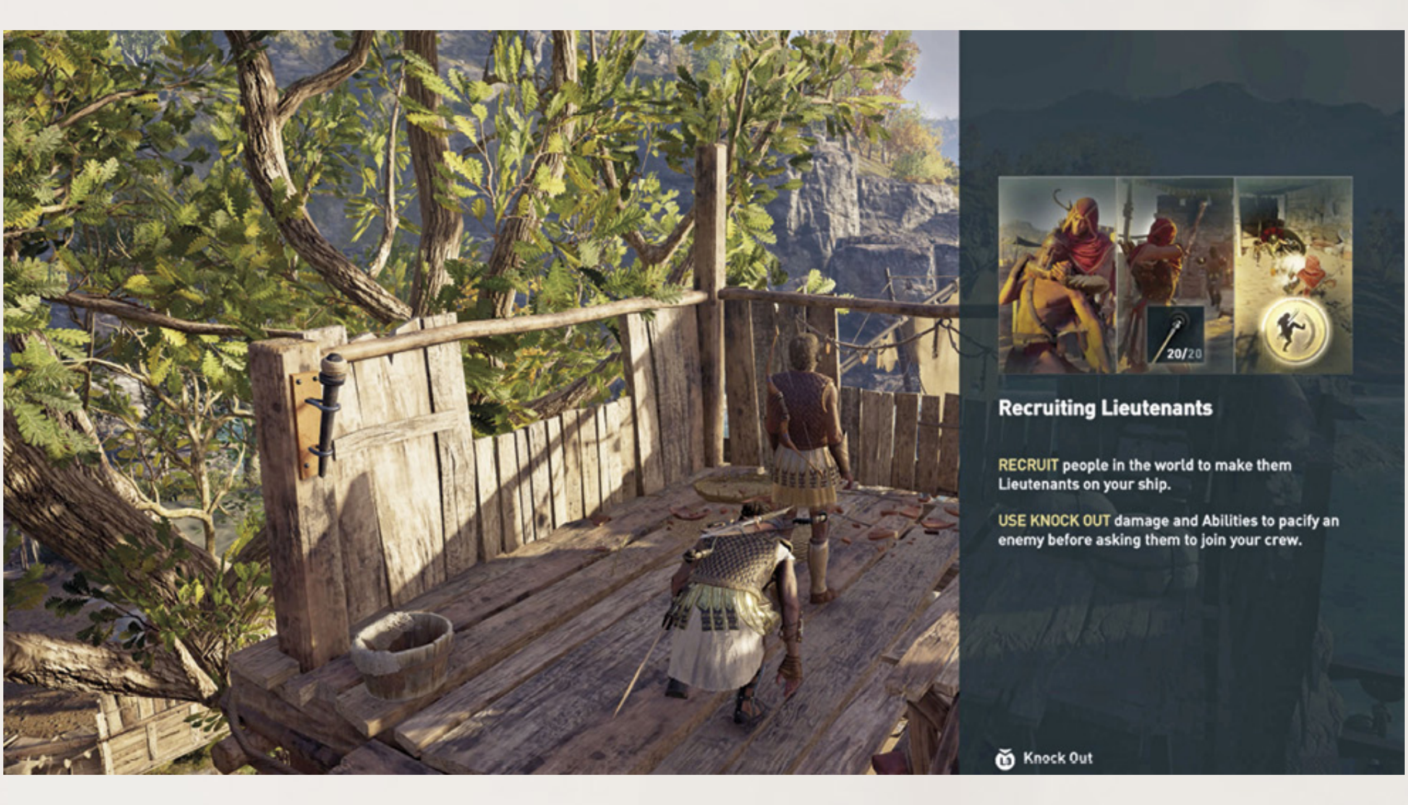
DOCKING THE SHIP

Docking is introduced as you approach the island. Nothing is stopping you from releasing the controls of the ship anywhere at sea, but there's another way to end a voyage—docking. Look for the glowing halos near the beaches of many distant lands. When you pull into one of these zones you're given the option to autonomously dock the ship. Simply press and hold the **interact** button when prompted. The crew does the rest. The ship parks sideways in the welcoming land's pier **(3)** as if it had outboard motors on its starboard. All of this happens seamlessly, saving you precious time when you set off or return from any voyage.

Equal Employment Opportunity Program
Find and Recruit the best archer on the Pirate Island
104 m
SET MARKER
STATIONARY MODE
BOOST

RECRUITING LIEUTENANTS

You're prompted to recruit lieutenants with your very first stealth takedown attempted in this camp. Having lieutenants on board allows you to upgrade the ship's attributes. Upgrading the ship further allows you to assign more lieutenants to further enhance your ship's attributes. And usually, the higher the lieutenant's rank the better stats they'll offer the ship. It's an enhancing system similar to that of your own body armor.



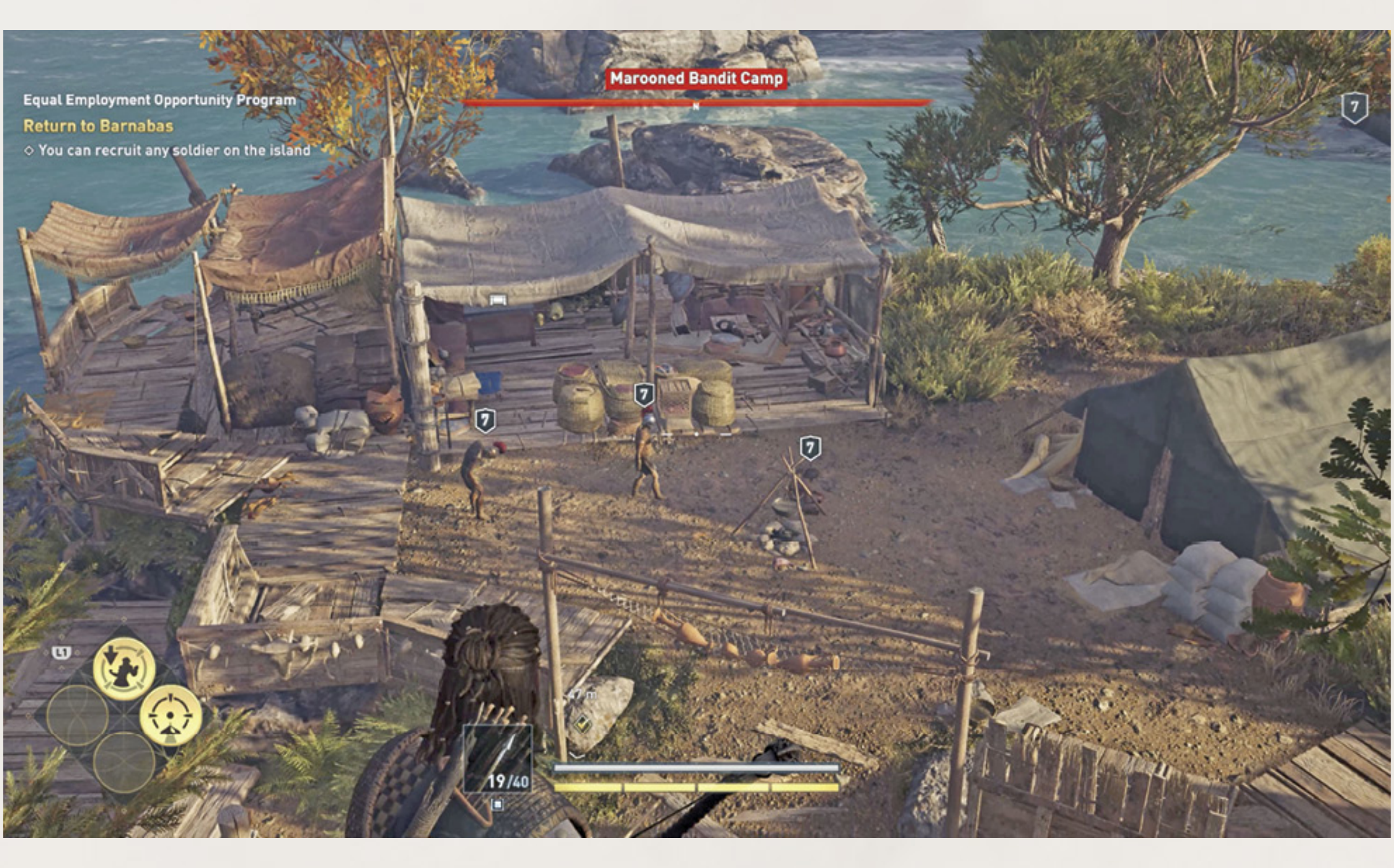
Recruiting Lieutenants

RECRUIT people in the world to make them Lieutenants on your ship.

USE KNOCK OUT damage and Abilities to pacify an enemy before asking them to join your crew.

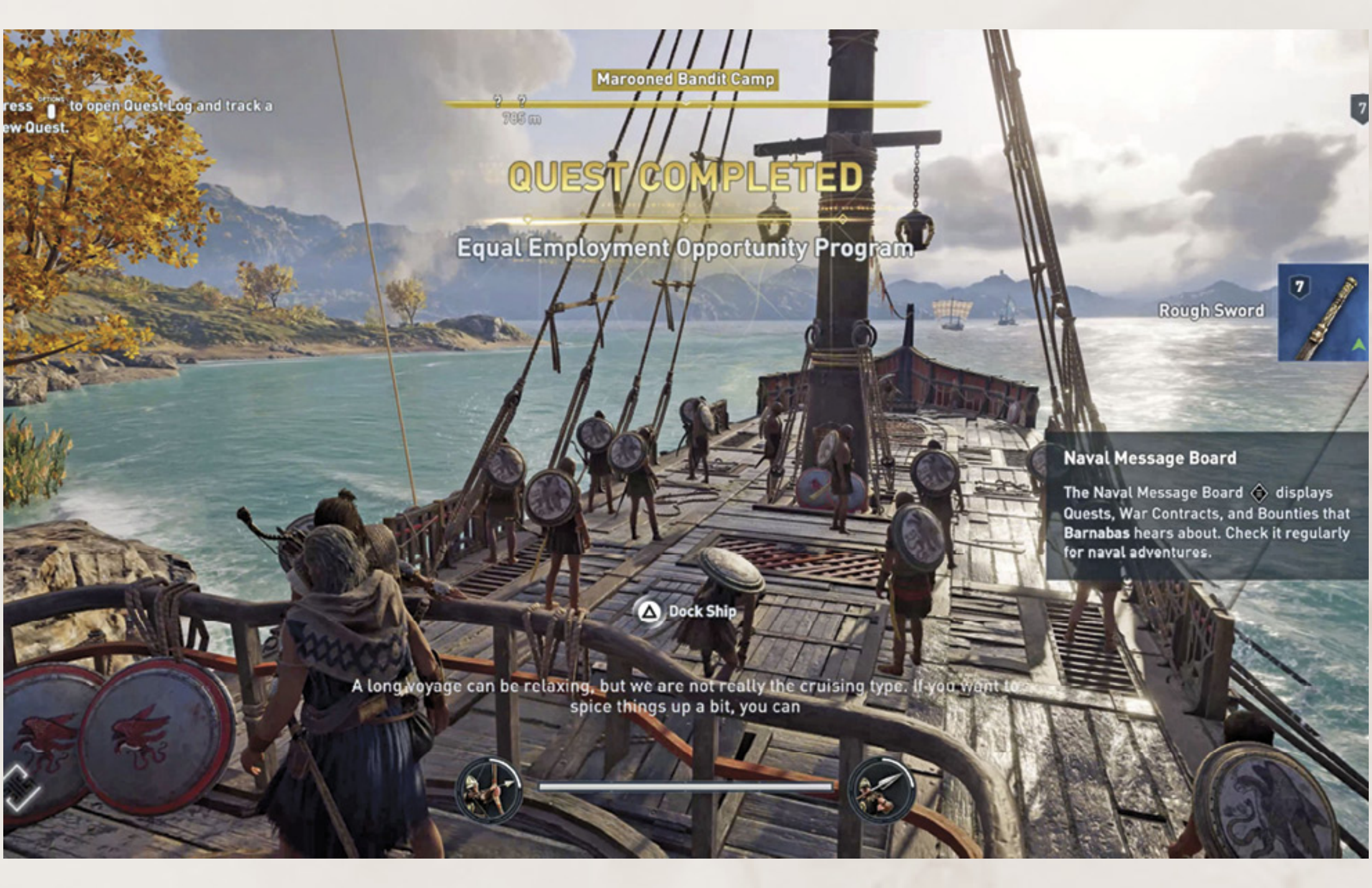
20/20
Knock Out

You now have the option to execute someone or just knock them out and recruit them. People you knock out usually join. Many times, quest givers choose not to join even after you ask nicely. Recruit Phemios **(4)** to complete the objective. You can dismiss unused lieutenants in the Ship menu as well. Loot the treasure **(5)** in the camp and then return to your ship.


Marooned Bandit Camp
Equal Employment Opportunity Program
Return to Barnabas
You can recruit any soldier on the island
7
19/40

Return to Barnabas

Barnabas has the checkbox icon above his head. Talk to him to complete the quest. Check out the naval message board to pick up some side quests that involve sea battles. Find the message board tied to the base of the main mast.


Marooned Bandit Camp
QUEST COMPLETED
Equal Employment Opportunity Program
Rough Sword
7
Dock Ship
A long voyage can be relaxing, but we are not really the cruising type. If you want to spice things up a bit, you can

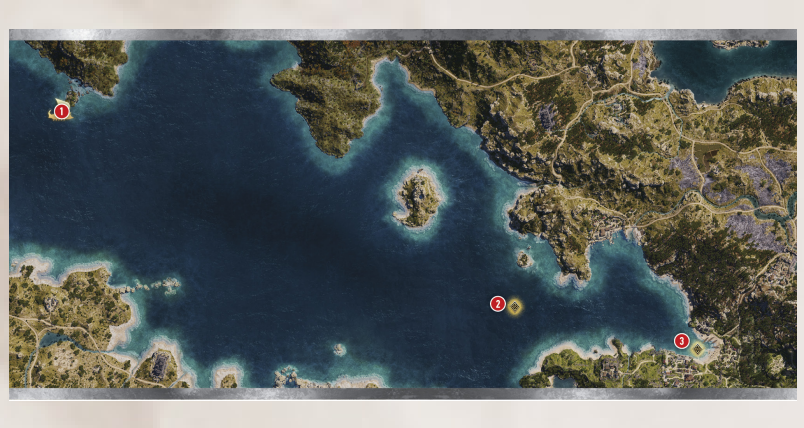
Naval Message Board

The Naval Message Board displays Quests, War Contracts, and Bounties that **Barnabas** hears about. Check it regularly for naval adventures.

Return to Markos **(4)**, who is now at the Temple of Zeus just finishing a conversation with one of Cyclops's thugs. Speak to Markos.

MEGARIS

A JOURNEY INTO WAR



RECOMMENDED LEVEL: 7

PREREQUISITE: Complete *Equal Employment Opportunity Program*

UNLOCKS: *The Athenian Leader, Crumble and Burn, One Man Army, The Athenian Treasure Trove, Missing Map, Portion Control*

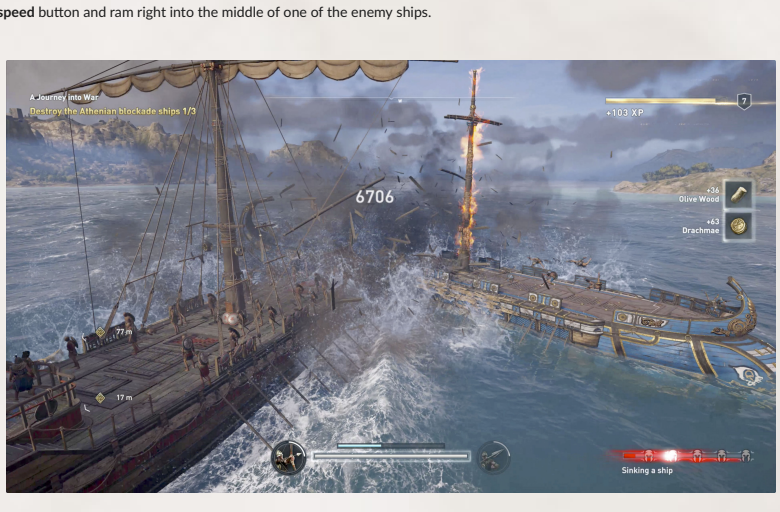
STORY: As you near Megaris, you are greeted by an almighty Athenian blockade preventing access to the port. To reach the Spartans, you will have to smash your way through.

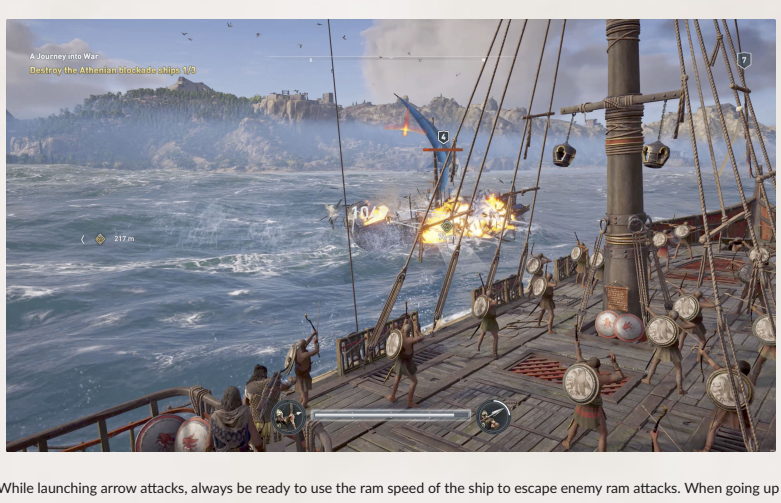
Reach Megaris

You'll encounter three Athenian battleships **(2)** as you sail east to Megaris from the small pirate island **(1)**. Three objective markers appear on the horizon, each marking an Athenian ship in the blockade you must destroy.

Destroy the Three Athenian Blockade Ships

Start the battle by exiting travel mode at the last possible second or when forced to when engagement starts. Press the **ram speed** button and ram right into the middle of one of the enemy ships.



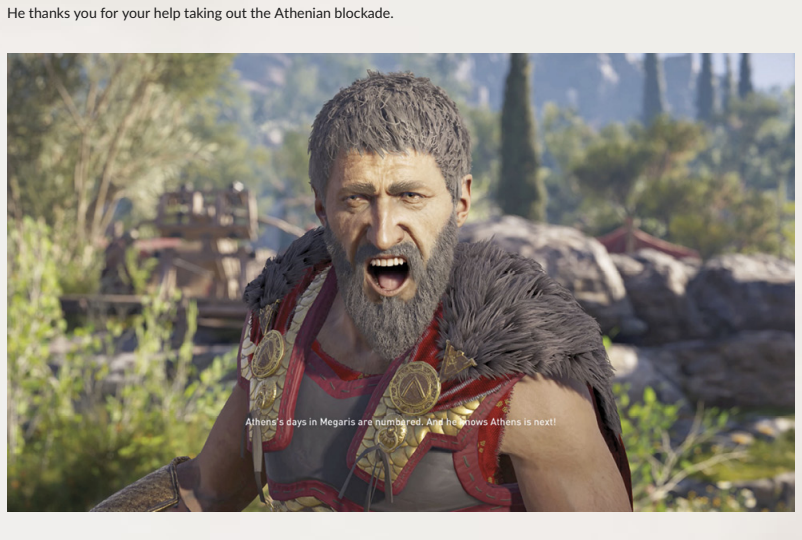


While launching arrow attacks, always be ready to use the ram speed of the ship to escape enemy ram attacks. When going up against multiple ships you want to make sure that you do not allow yourself to be surrounded. Turn to match the direction of the enemy ship to avoid being rammed. And try to outflank and maneuver the enemy so that you can catch them off guard and side-ram them. Cripple each ship until anchor icons appear above them and then finish each off with a high-speed ram through their sides. Sinking a ship will raise your bounty status.

Talk to Nikolaos

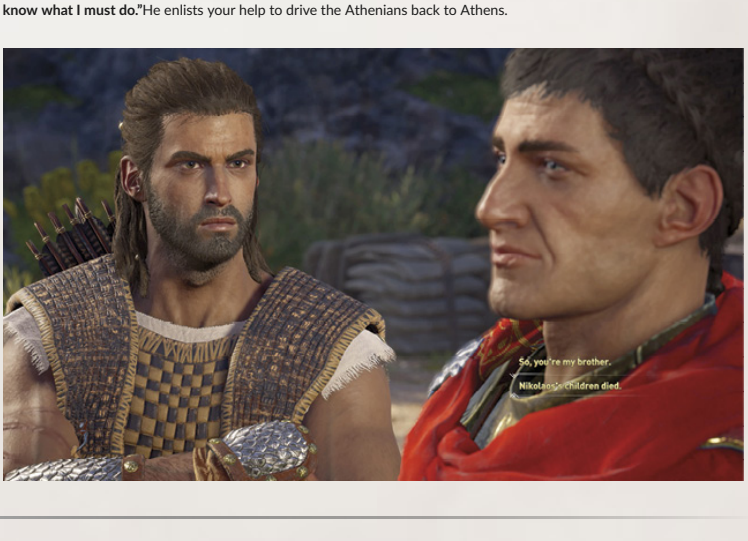
MEGARIS: OCCUPIED FOREST OF TRIPODISKOS

Now head to shore following the next objective marker **(3)**. A Spartan and Athenian battle scene on shore begins when you are within 300 meters of the marker. During the cinematic, Stentor, the Wolf's adopted son, stops you from reaching your father. He thanks you for your help taking out the Athenian blockade.



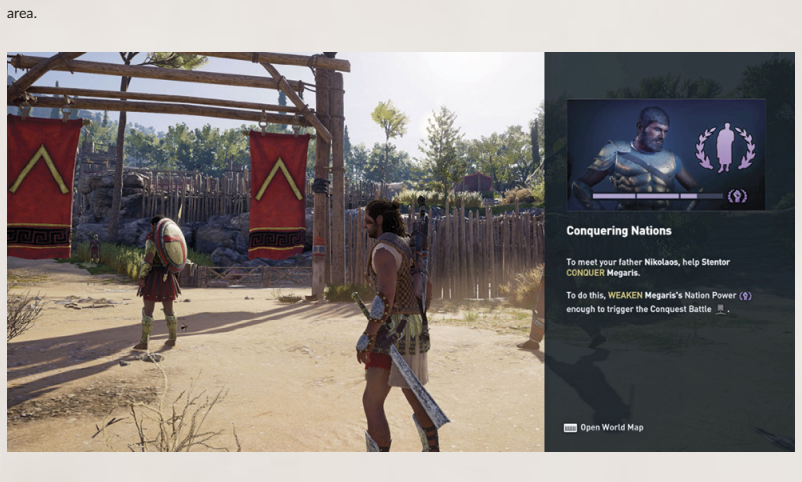
Conversation with Stentor

Your first conversation option is to reveal that you are Nikolaos's child or to avoid the topic. Stentor will not believe you if you try to be honest, so answer either **"So, you're my brother"** or **"Nikolaos's children died."** You learn Stentor was adopted. Tell him **"I've come to pledge my sword,""Tell me why you need a mercenary,""I'm ready to serve,"** and **"I know what I must do."**He enlists your help to drive the Athenians back to Athens.



CONQUERING NATIONS

After your Conversation with Stentor, prompts for conquering nations and nation power appear. They instruct you to weaken Megaris's nation power enough to trigger a conquest battle. For more information on lowering nation power and conquering nations, see the War section of the Essentials chapter. Stentor hands you a badge that'll get you past Spartan authorities in the area.



To meet your father Nikolaos, help Stentor CONQUER Megaris.

To do this, WEAKEN Megaris's Nation Power enough to trigger the Conquest Battle.

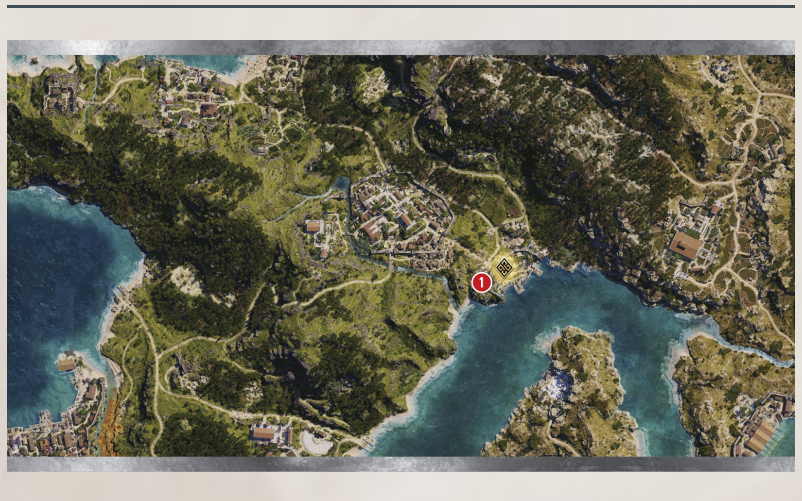
HIDDEN QUEST

During your conversation with the civilians, if you choose to investigate their motivations you will learn of the mercenary Hyrkanos. Dolios will then present you with a new quest to hunt and kill the mercenary Hyrkanos. If you successfully eliminate Hyrkanos he won't be present during the conquest battle later in the game.

CHECK THE DEAD

There was a huge battle on the beach. Loot the bodies before you head off on another quest.

Crumble and Burn



RECOMMENDED LEVEL: 8

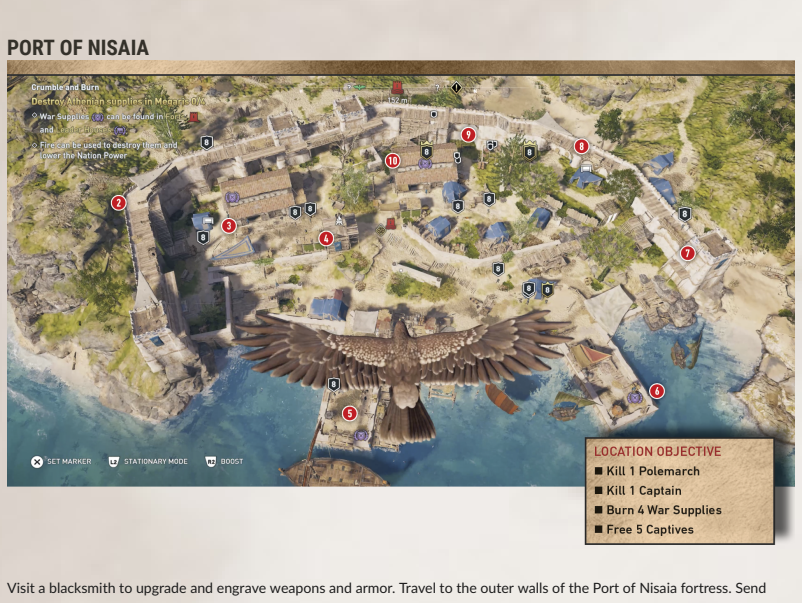
PREREQUISITE: Complete *A Journey into War*

UNLOCKS: N/A

STORY: You know that an army without supplies will quickly fall, and the chance of meeting the Wolf would be just within your grasp.

Destroy Four Athenian Supplies in Megaris

PORT OF NISAIA



Visit a blacksmith to upgrade and engrave weapons and armor. Travel to the outer walls of the Port of Nisaia fortress. Send Ikaros up to tag all the targets in the location objectives as well as every soldier in the stronghold.

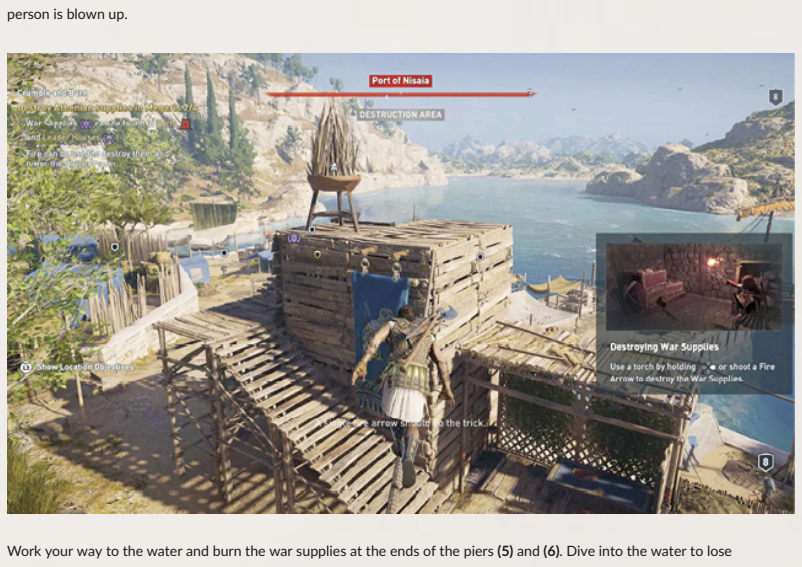
Port of Nisaia
DESTRUCTION AREA

A good approach is stealthily climbing the west wall **(2)** to take out the guards on the wall first. There tends to be less activity on the west side. Eliminate the soldiers around here and then loot the treasure in the tent **(3)** and burn the war supplies on the second floor of the barn. Use atorch.

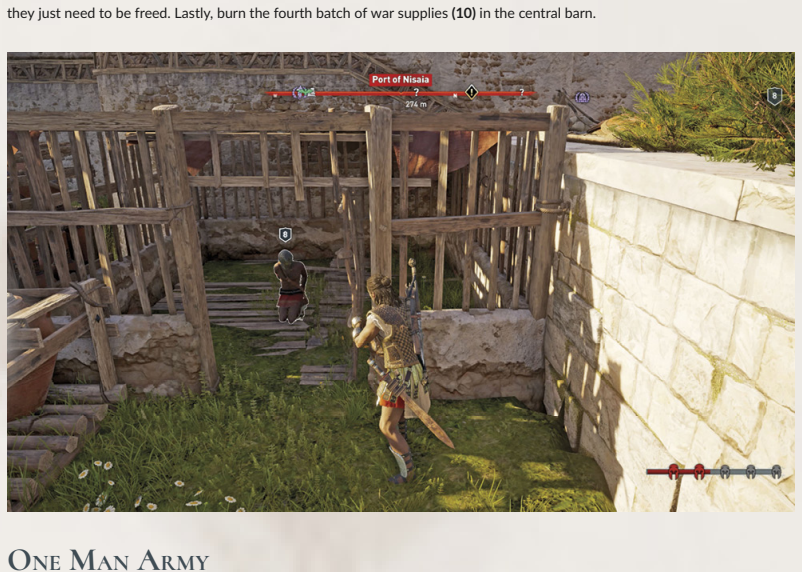
LOOT WAR SUPPLIES

War supplies are a good source of olive wood and other goodies. Try to loot them before you burn them.

Get to the brazier **(4)** as early as you can and set a trap. That way if you are spotted and someone runs to call for support, that person is blown up.



Work your way to the water and burn the war supplies at the ends of the piers **(5)** and **(6)**. Dive into the water to lose detection if you are seen. Work your way to the eastern side of the fort and loot the treasure behind the tent **(8)**. Eliminate the lesser guards in the area before taking on the polemarch. You don't need guards coming to support him while you are battling him. Free the five prisoners **(9)** and they can become a distraction to the remaining guards. The prisoners don't need to live; they just need to be freed. Lastly, burn the fourth batch of war supplies **(10)** in the central barn.



One Man Army

QUEST COMPLETED

RECOMMENDED LEVEL: 8

PREREQUISITE: Complete *A Journey into War*

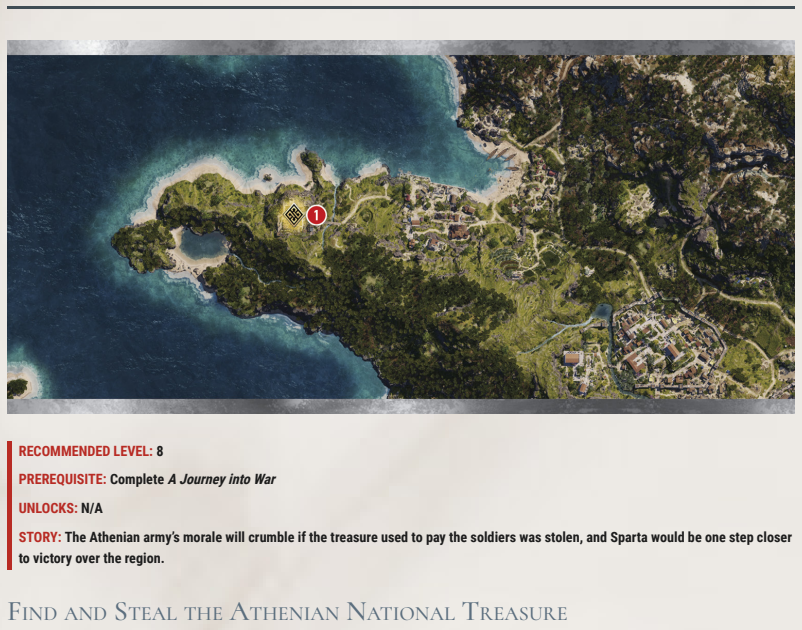
UNLOCKS: N/A

STORY: If you want to meet the Wolf, you need to help the Spartans conquer Megaris. And Megaris will be easier to conquer if there are fewer Athenian soldiers.

Kill 20 Athenian Soldiers in Megaris

This quest completes as soon as you kill 20 Athenian soldiers in Megaris. More than half that number can be eliminated when you clear the Port of Nisaia in the previous quest. Start a nearby side quest (like Odessa's) to get in more conflicts with Athenians, or let the brazier get lit in the port to allow more soldiers to arrive while clearing that fort. This quest usually completes while you're in the middle of another quest.

The Athenian Treasure Trove



RECOMMENDED LEVEL: 8

PREREQUISITE: Complete *A Journey into War*

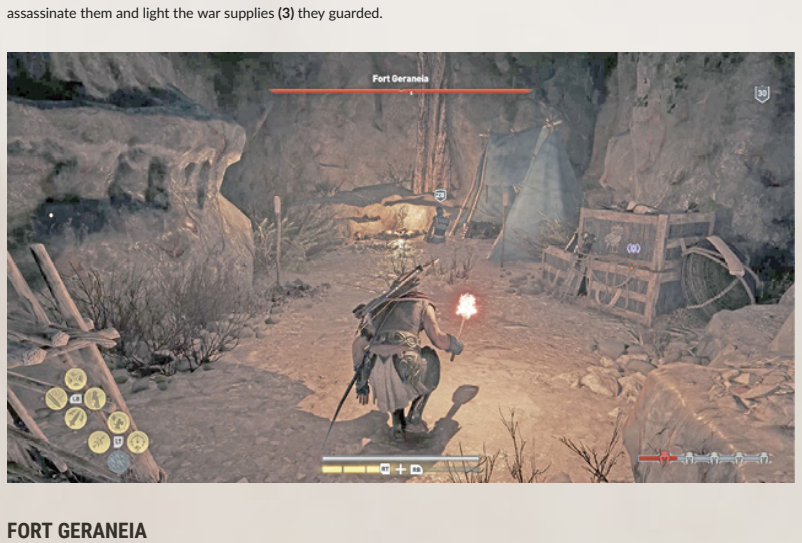
UNLOCKS: N/A

STORY: The Athenian army's morale will crumble if the treasure used to pay the soldiers was stolen, and Sparta would be one step closer to victory over the region.

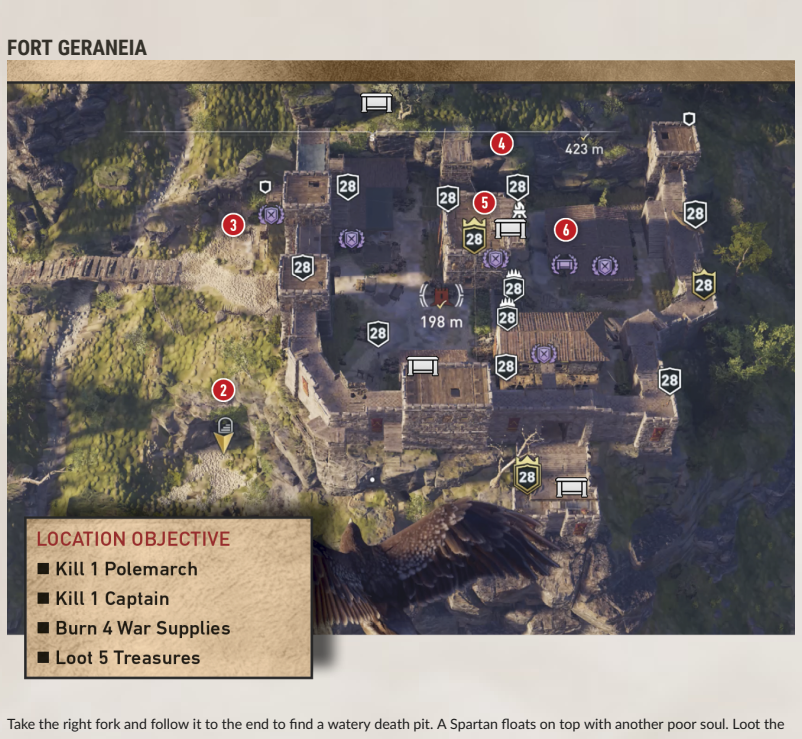
Find and Steal the Athenian National Treasure

Each region, including Megaris, has a national treasure (a fancy treasure chest). Megaris's treasure is inside Fort Geraneia **(1)**.

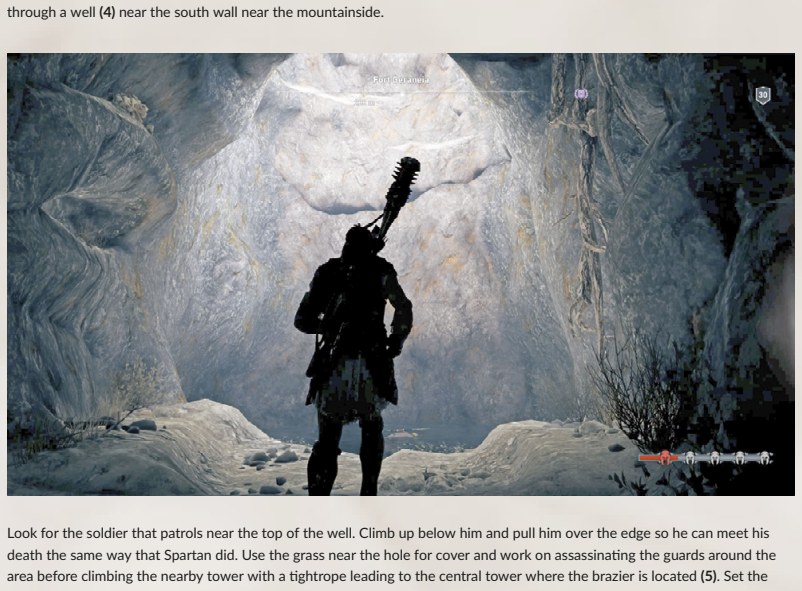
Send Ikaros up to mark the national treasure and all the enemies and loot in the fort. Find the secret cave entrance **(2)** on the northeastern side of the fort. Follow the cave to a fork. If you take the left fork you can sneak up on two soldiers and assassinate them and light the war supplies **(3)** they guarded.



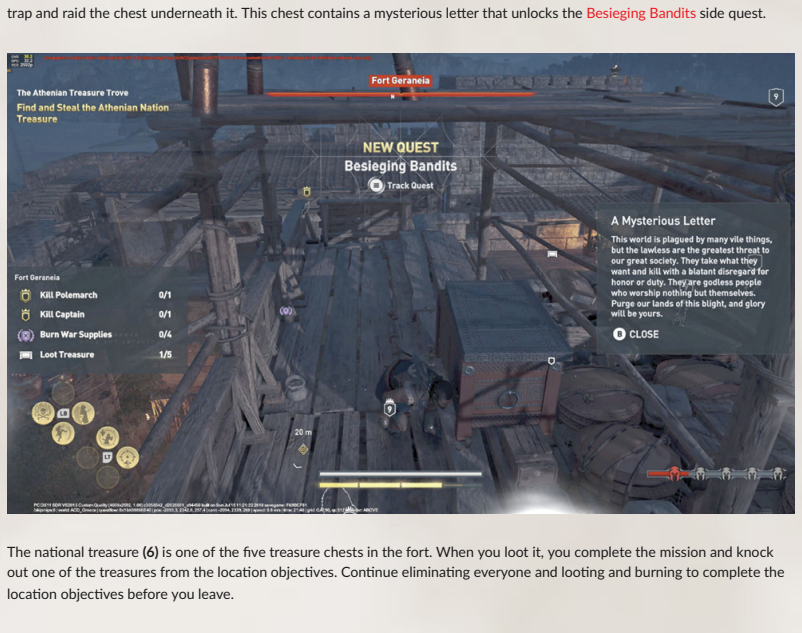
FORT GERANEIA



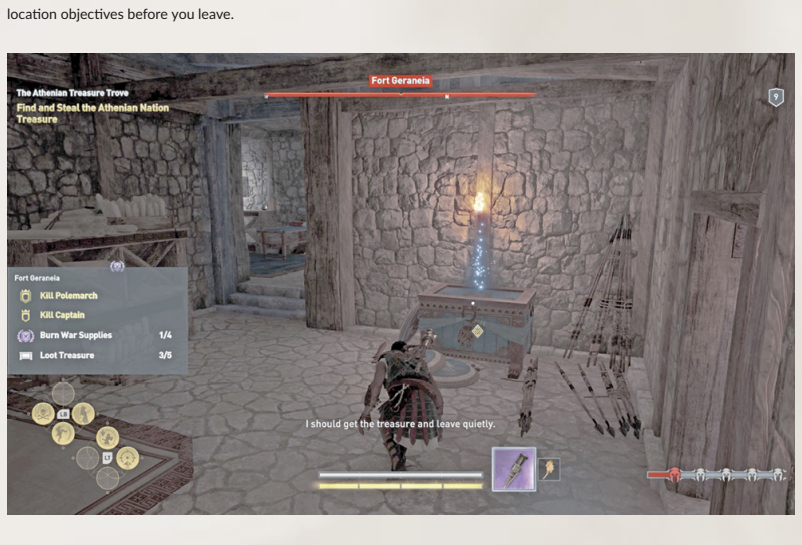
Take the right fork and follow it to the end to find a watery death pit. A Spartan floats on top with another poor soul. Loot the body and collect all the goodies at the bottom of the pit underwater. You can climb the walls of the pit upward to enter the fort through a well **(4)** near the south wall near the mountainside.



Look for the soldier that patrols near the top of the well. Climb up below him and pull him over the edge so he can meet his death the same way that Spartan did. Use the grass near the hole for cover and work on assassinating the guards around the area before climbing the nearby tower with a tightrope leading to the central tower where the brazier is located **(5)**. Set the trap and raid the chest underneath it. This chest contains a mysterious letter that unlocks the Besieging Bandits side quest.



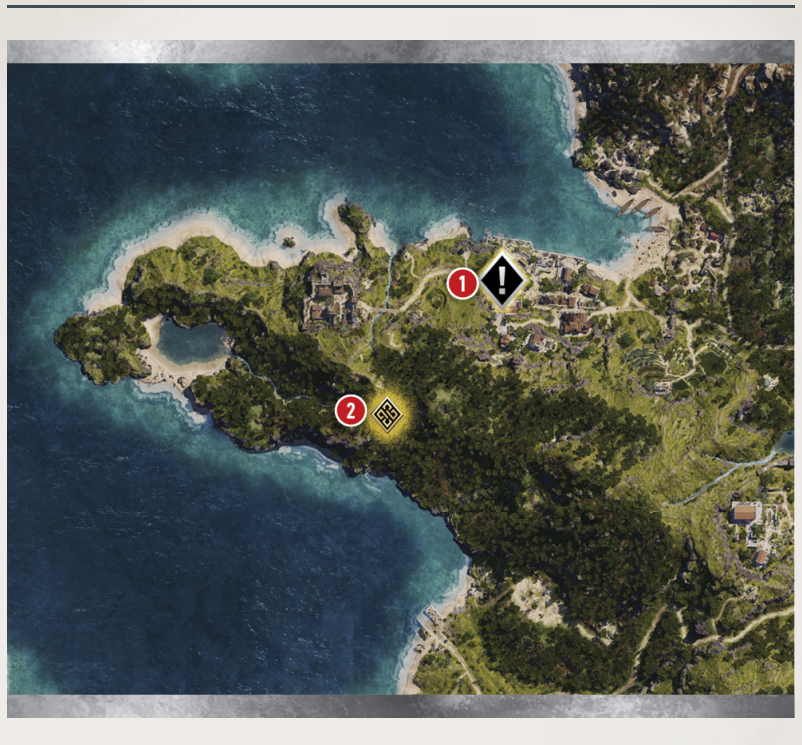
The national treasure **(6)** is one of the five treasure chests in the fort. When you loot it, you complete the mission and knock out one of the treasures from the location objectives. Continue eliminating everyone and looting and burning to complete the location objectives before you leave.



PREPARE FOR WAR

You'll be fighting a war between Athenians and Spartans soon. Take as many side quests as you can handle to increase your level before starting *The Final Push.*

Missing Map



RECOMMENDED LEVEL: 10

PREREQUISITE: Complete *A Journey into War*

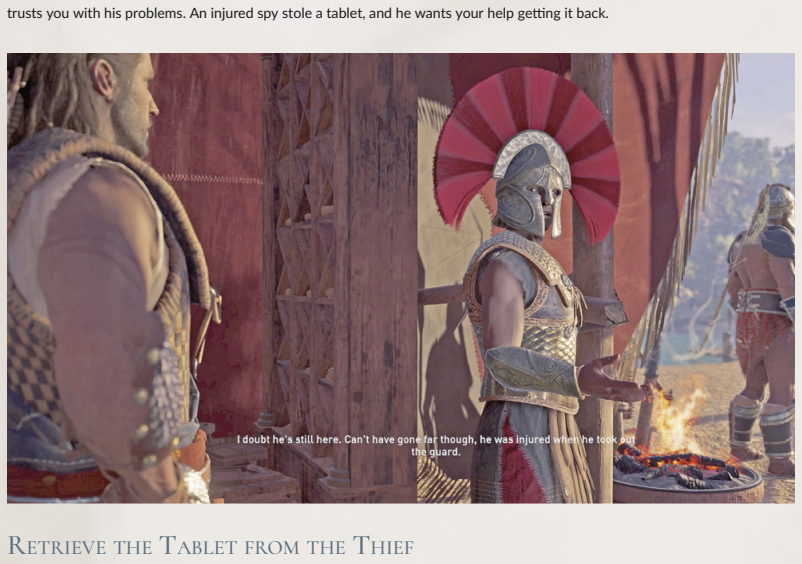
UNLOCKS: N/A

STORY: A map containing vital strategic information was stolen from the Spartan camp. You are asked to track the culprit and return the missing item to the polemarch.

Talk to the Polemarch (Quest Giver)

PAGAI

Talk to the Spartan polemarch **(1)** inside the tent in the Pagai camp. You show him the badge that Stentor gave you and he then trusts you with his problems. An injured spy stole a tablet, and he wants your help getting it back.



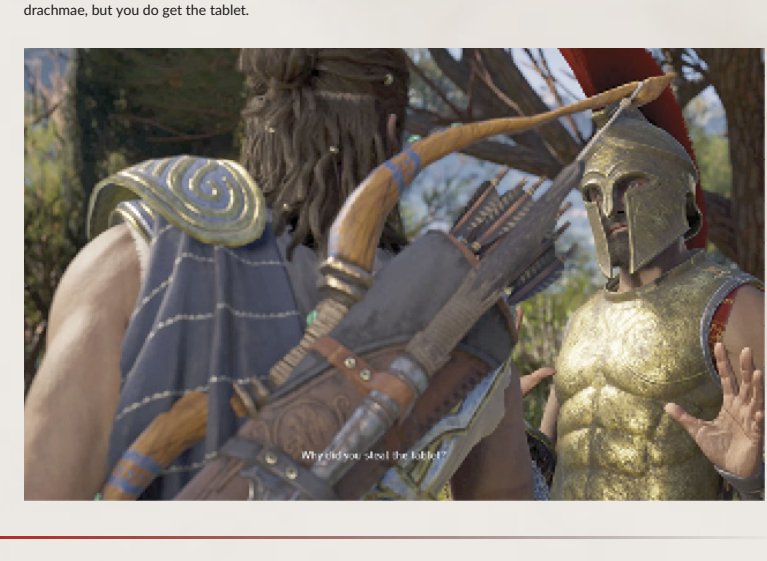
Retrieve the Tablet from the Thief

Travel 315 meters southwest in the wilderness until you are prompted to send Ikaros to scout. You'll locate a very small camp **(2)** with the spy tied up and on his knees. Free him. Talk to him.

That's the thief!

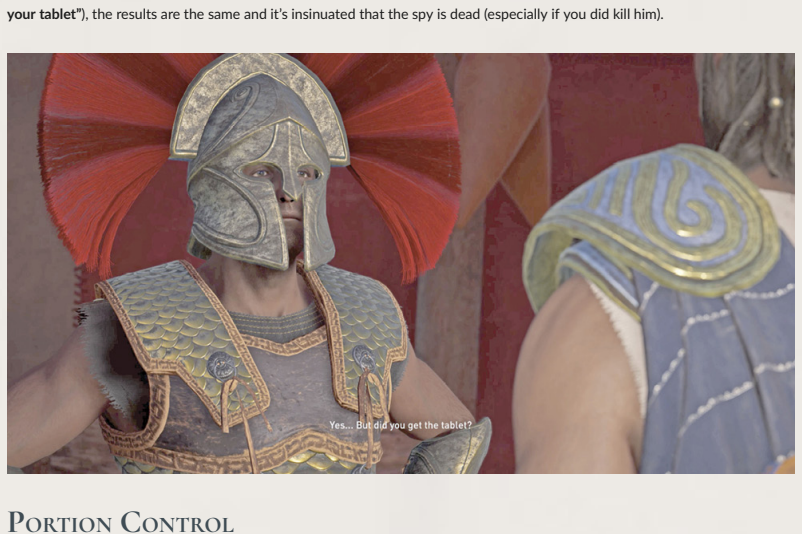
Conversation with Spartan Spy

The Spartan spy asks who you are and what you want. You tell him you are the one who is going to return the tablet he stole. You can ask him why he stole it and how he got in the camp, but to move the plot, select **"Give me the tablet."**He admits his intentions were profit related. He asks you if you are willing to come to an arrangement. You can respond **"Let's make a deal,""You can walk away from this,"** or **"I'm taking the tablet,"** the latter meaning a fight to the death. If you make a deal, you get 100 drachmae and the tablet and the spy goes free. Let him walk and you don't get the drachmae, but you do get the tablet.

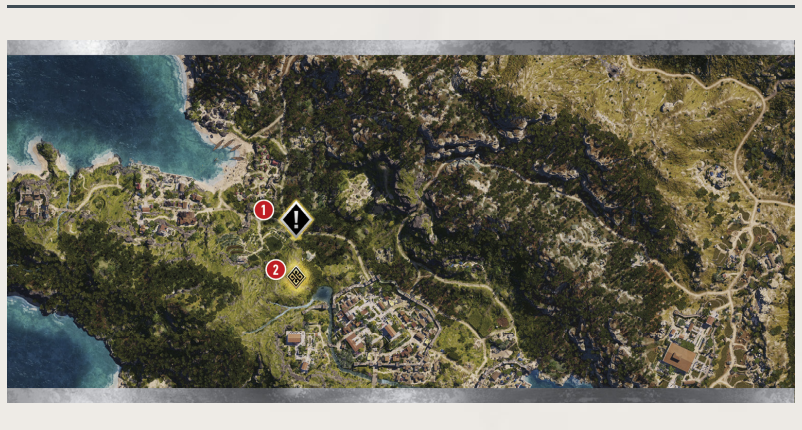


Return the Tablet to the Officer

Head back to the Spartan officer **(1)** in his tent and return the tablet. No matter your answer (**"He's taken care of"** or **"Here's your tablet"**), the results are the same and it's insinuated that the spy is dead (especially if you did kill him).



Portion Control



RECOMMENDED LEVEL: 10

PREREQUISITE: Complete *A Journey into War*

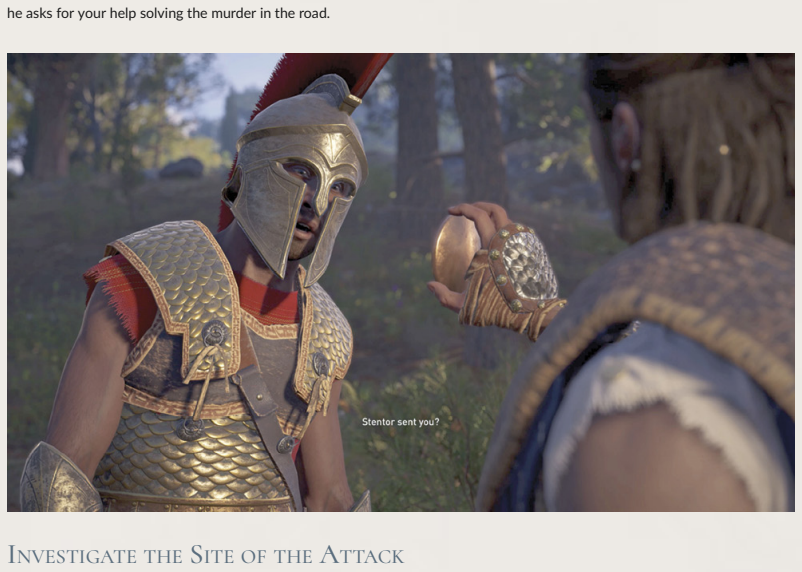
UNLOCKS: N/A

STORY: Tensions are high in the Spartan camp after a supply convoy was plundered and the men guarding it killed. In hopes of gaining more favor with the Spartans, you set out to find the perpetrator.

Talk to Dolios

PAGAI

Talk to the Spartan captain **(1)** standing near a main road next to the victims of a fatal robbery. You show him your badge and he asks for your help solving the murder in the road.



Investigate the Site of the Attack

Investigate the bodies under a sheet next to the captain. Walk up to the magnifying glass icon and inspect the scene. The clue leads you to believe you are dealing with professionals. Investigate the horse cart across the road. You determine they couldn't have gone far with the supplies because carts were not used. Investigate the debris on the rocks beside the cart to determine the direction they fled.

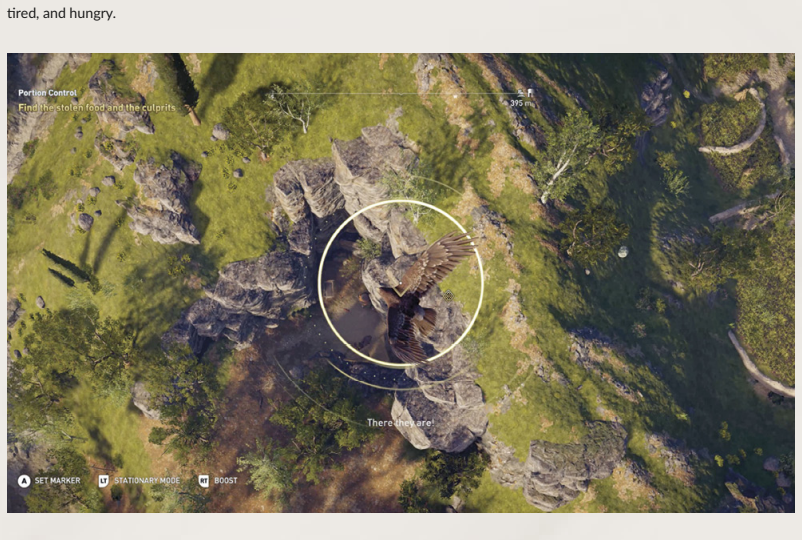
Talk to Dolios

Conversation with Dolios

Dolios believes this is the work of bandits. You explain that this is the work of professionals and not bandits or Athenians. You tell him you will go check the forest for more clues.

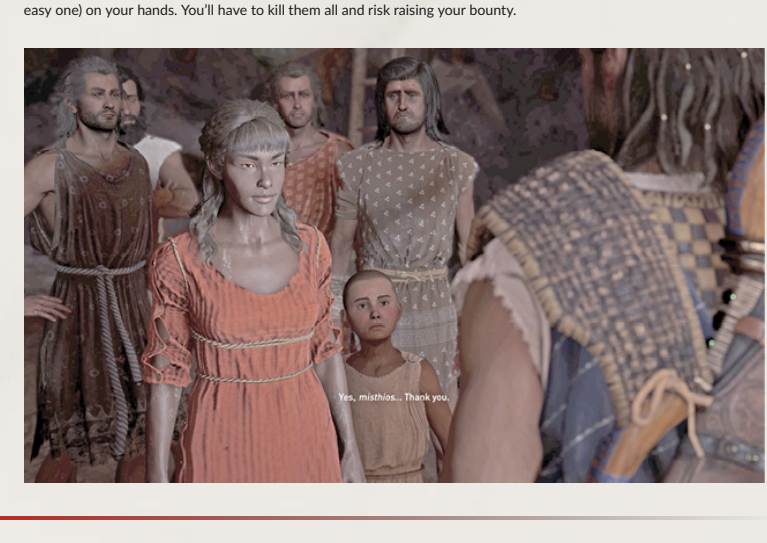
Find the Stolen Food and the Culprits

You're not far from the culprits—you are prompted to launch Ikaros after the conversation. Do so and locate the target to the south, near the grave of Tereus. They're in a nearby cave **(2)**. When you enter the cave you discover a group of civilians, scared, tired, and hungry.



Conversation with Starving Civilians

You have the choice to slaughter them or give them a break by answering **"Explain yourself."**Select **"Enough!"** and then **"We can settle this peacefully"** if you're playing nice. But if you select **"You're going to die"** you'll have a fight (albeit an easy one) on your hands. You'll have to kill them all and risk raising your bounty.



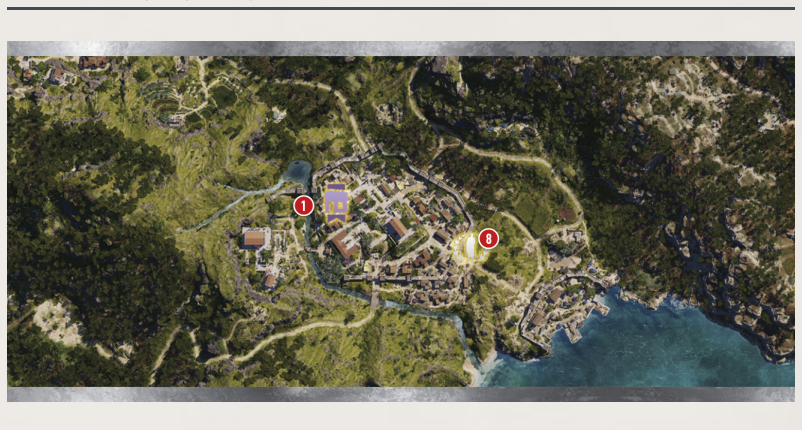
HIDDEN QUEST

During your conversation with the civilians, if you choose to investigate their motivations you will learn of the mercenary Hyrkanos. Dolios will then present you with a new quest to hunt and kill the mercenary Hyrkanos. If you successfully eliminate Hyrkanos he won't be present during the conquest battle later in the game.

Report to Dolios

Return to Dolios **(1)** and talk to him. He tries to defend the stealing of their food and lets you off the hook for showing them mercy. You earn a good amount of XP and an armor piece.

The Athenian Leader



RECOMMENDED LEVEL: 6

PREREQUISITE: Complete *A Journey into War*

UNLOCKS: *The Final Push*

STORY: In order to defeat the Athenians in Megaris, Stentor asks you to kill the region's leader. He mentions that this task would be easier if you weaken the Athenians' position first.

Find and Kill the Athenian Leader of Megaris

WEAKEN THE ATHENIAN LEADER'S DEFENSES

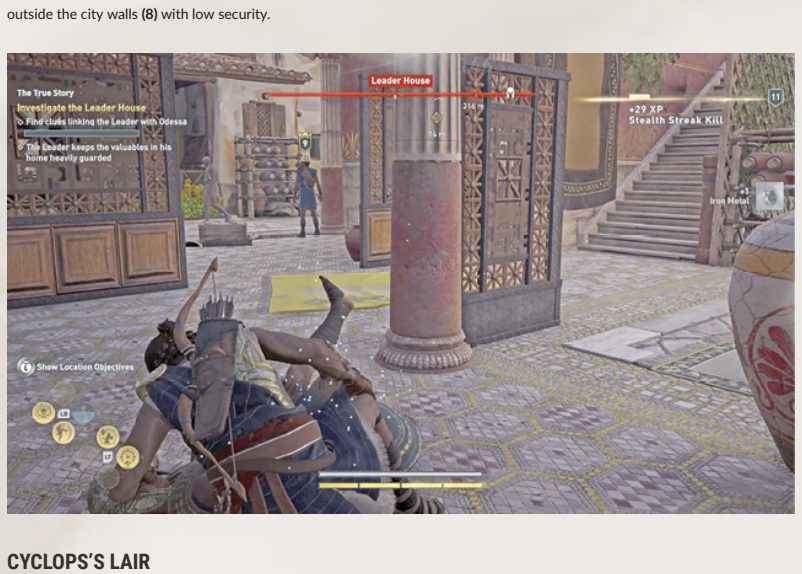
You can begin this quest in Megaris as soon as it's given, but it's challenging—unless you weaken the leader's defenses. And that's done by completing the three support quests that are now unlocked: *Crumble and Burn, One Man Army,* and *The Athenian Treasure Trove.* Complete these and the leader will have minimal security and be positioned in a much less fortified area.

ACCEPT ODESSA'S SIDE QUEST

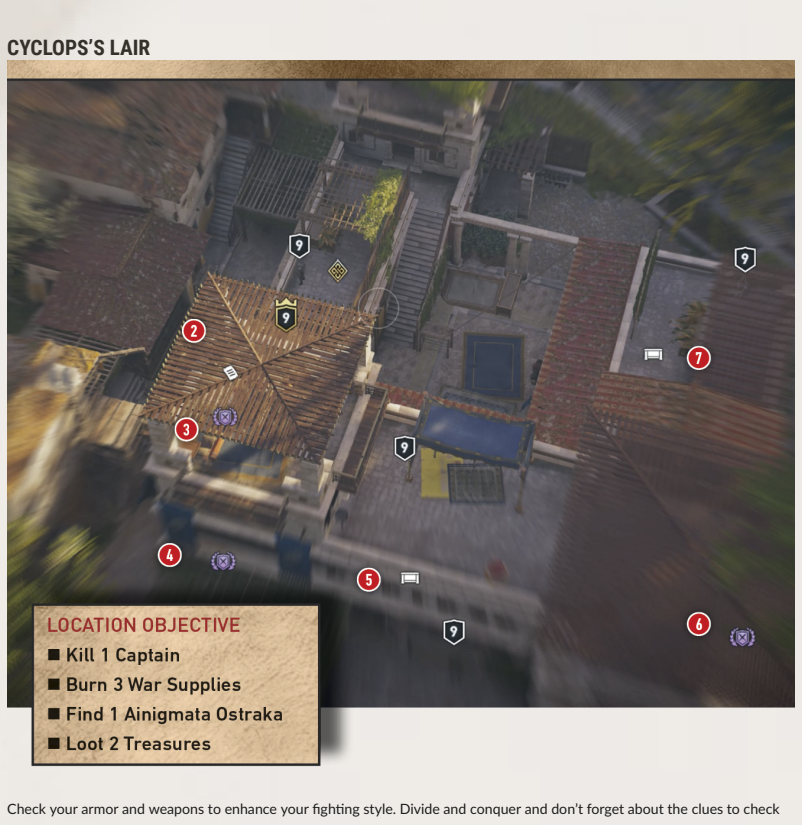
Odessa's side quest The True Story also takes place at the leader's house **(1)**. You can kill two birds by accepting both quests and taking care of them in the same location at the same time.

LEADER'S HOUSE: VALLEY OF THE KING LELEX

Before entering the leader's house, send Ikaros up to tag everything listed in the location objectives and every enemy you will face while in this restricted zone. You should be anywhere from a level 7 to a 10 now. How much you weakened the leader through support quests determines what you are up against. So much so that he may not even be at his house but in a tent outside the city walls **(8)** with low security.



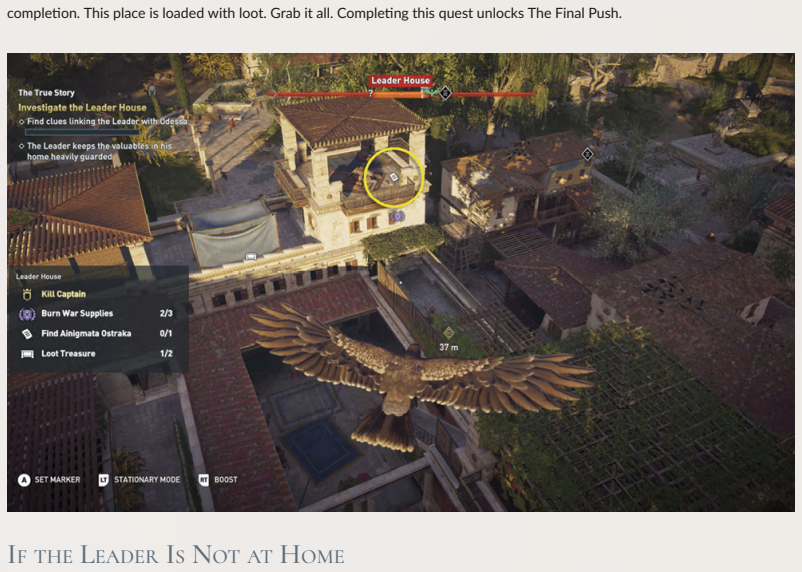
CYCLOPS'S LAIR



Check your armor and weapons to enhance your fighting style. Divide and conquer and don't forget about the clues to check out for Odessa while you're in there. If you don't see them, select the level in the Quest Select menu. Tros the Heartless is going to be discovered in the middle of the facility surrounded by high-ranking guards. Use the high vantage points and the many rooms to duck into to sneak up on anyone in this zone. You could go Warrior just as easily as Assassin in this environment and come out unscathed.

Leader House

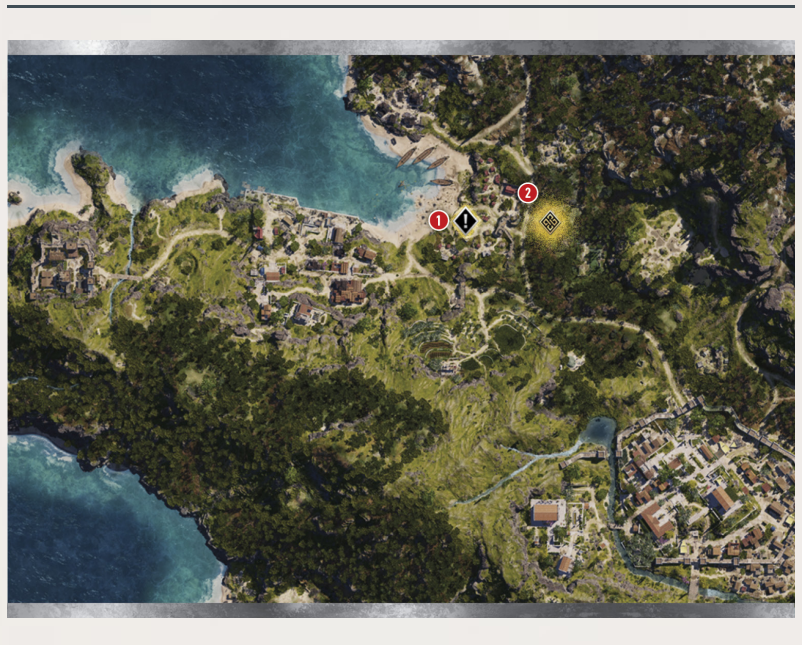
Even though you are killing the region's leader, don't forget to take out the captain, burn the three war supplies **(3)(4)(6)**, loot the two chests **(5) (7)**, and grab the Ainigmata Ostraka **(2)** from under the rooftop gazebo. Do this for location objective completion. This place is loaded with loot. Grab it all. Completing this quest unlocks The Final Push.



If the Leader Is Not at Home

If the leader is not at his house, then you weakened his defenses by completing the support quests. You can find him outside the city walls, sitting at a tent **(8)** with medium to very low security. You can take his life there with little effort.

The Final Push



RECOMMENDED LEVEL: 11

PREREQUISITE: Complete *The Athenian Leader*

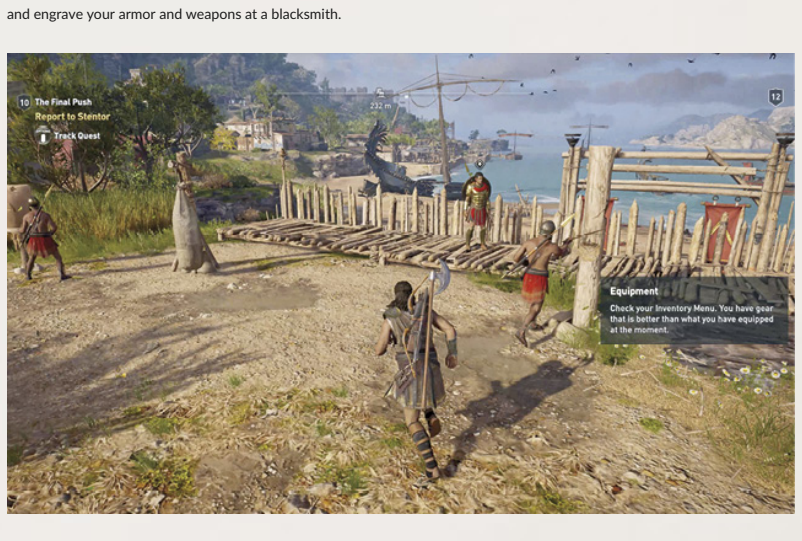
UNLOCKS: *The Wolf of Sparta*

STORY: Having weakened the Athenian hold on Megaris, you join the Spartans in battle to conquer the region. The time has come to turn the blue banners red.

PREPARE FOR WAR

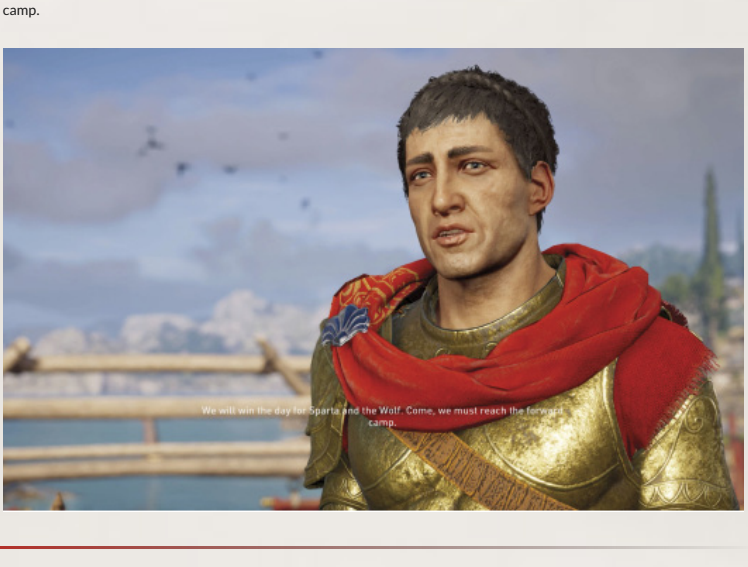
Make sure you have no unspent ability points and then spend some time arranging your weapons and armor. You want to use a spear and a heavy weapon in war. The Shield Removal ability is highly recommended. Adjust your gear to heighten the Warrior attribute stats.

Stentor **(1)** can be found at the Spartan stronghold on the shore of the occupied forest of Tripodiskos, where you docked your ship. Do not take this quest unless you have leveled up, taking advantage of the side quests and location challenges. Upgrade and engrave your armor and weapons at a blacksmith.

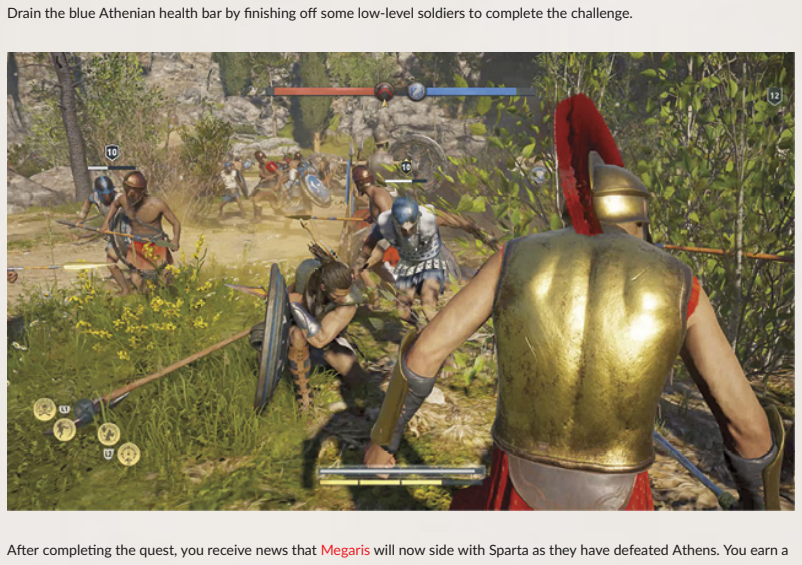

The Final Push
Report to Stentor
Track Quest
Equipment
Check your Inventory Menu. You have gear that is better than what you have equipped at the moment.

Conversation with Stentor

You report to Stentor that the local Athenian commander (leader) is dead and that Megaris is ready to fall. Respond to his thanks for joining with him in the battle with: **"I'm honored to be here"** or **"Let's kill some Athenians."** Both get you where you want to be without anyone losing their head over it. The battle does not start here. He will walk to his tent first, and there you must make the final decision to join the war. Now answer **"I'm ready"** to follow him to his forward camp.

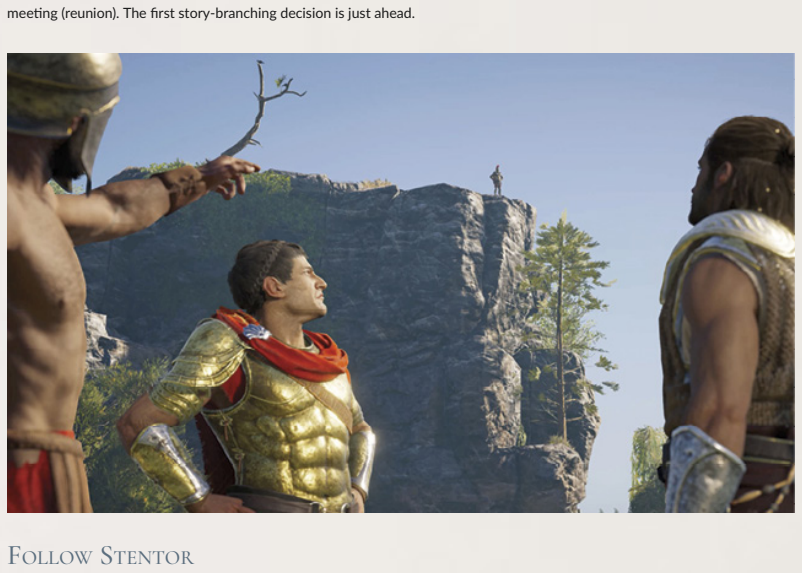

We will win the day for Sparta and the Wolf. Come, we must reach the forward camp.

Use your special fighting abilities to defeat them and don't forget to dodge, block, and counterattack. You won't win by only using the forward spear thrust. Use the Shield Removal ability on those with (and without) shields. It's a very useful ability. Drain the blue Athenian health bar by finishing off some low-level soldiers to complete the challenge.



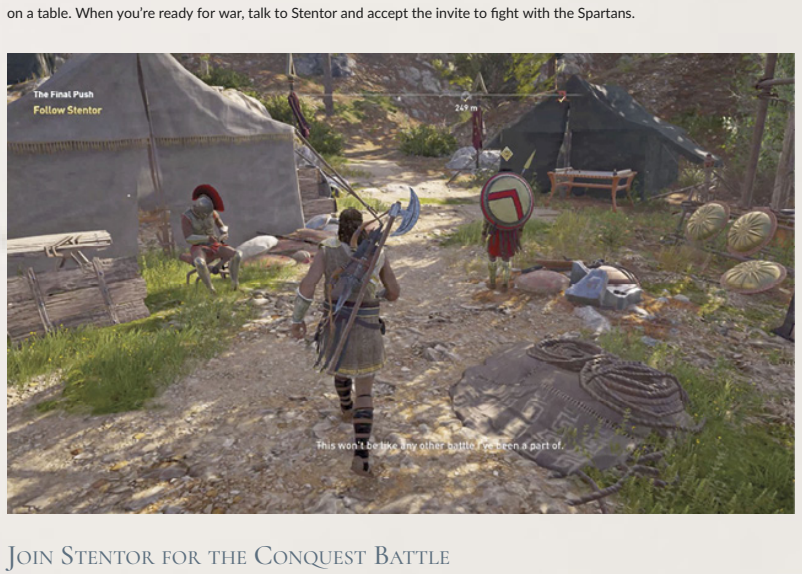
After completing the quest, you receive news that Megaris will now side with Sparta as they have defeated Athens. You earn a very high XP reward as well as minerals, drachmae, and armor.

In the quest-ending cinematic, you are allowed to now face your father. Stentor seems upset that he will not be joining the meeting (reunion). The first story-branching decision is just ahead.



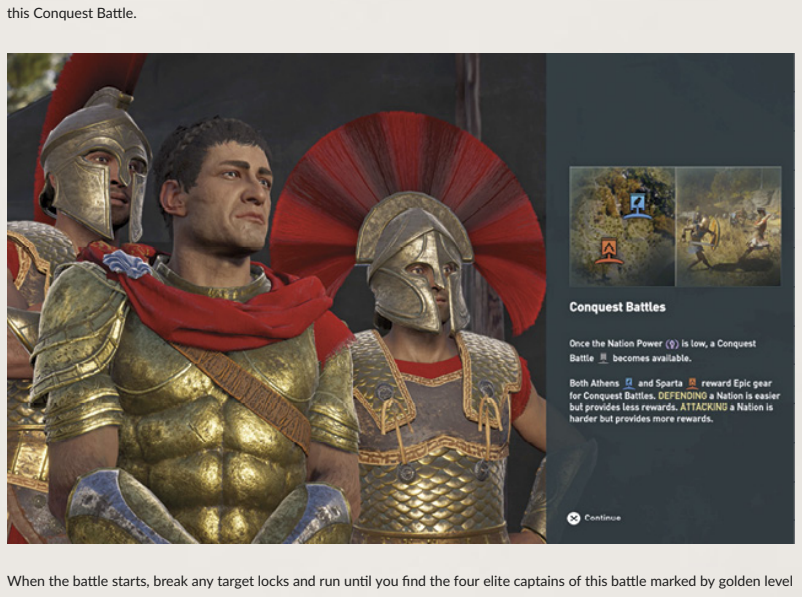
Follow Stentor

Follow Stentor around the fort to the forward camp **(2)** to the northeast. He stops at a green tent with a strategy map laid out on a table. When you're ready for war, talk to Stentor and accept the invite to fight with the Spartans.



Join Stentor for the Conquest Battle

You have multiple chances to back out of this battle if you don't feel you're ready. Even after speaking to Stentor to start the battle you have one more chance by answering **"Not yet"** instead of **"To battle!"** to begin. If you were able to defeat the mercenary Hyrkanos (unlocked during your earlierc onversation with the starving civilians) you will not encounter him during this Conquest Battle.

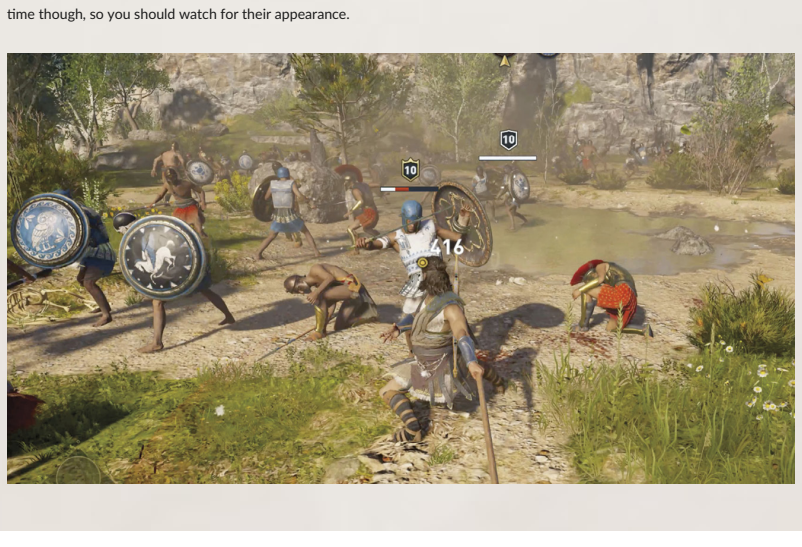


Conquest Battles

Once the Nation Power is low, a Conquest Battle becomes available.

Both Athens and Sparta reward Epic gear for Conquest Battles. DEFENDING a Nation is easier but provides less rewards. ATTACKING a Nation is harder but provides more rewards.

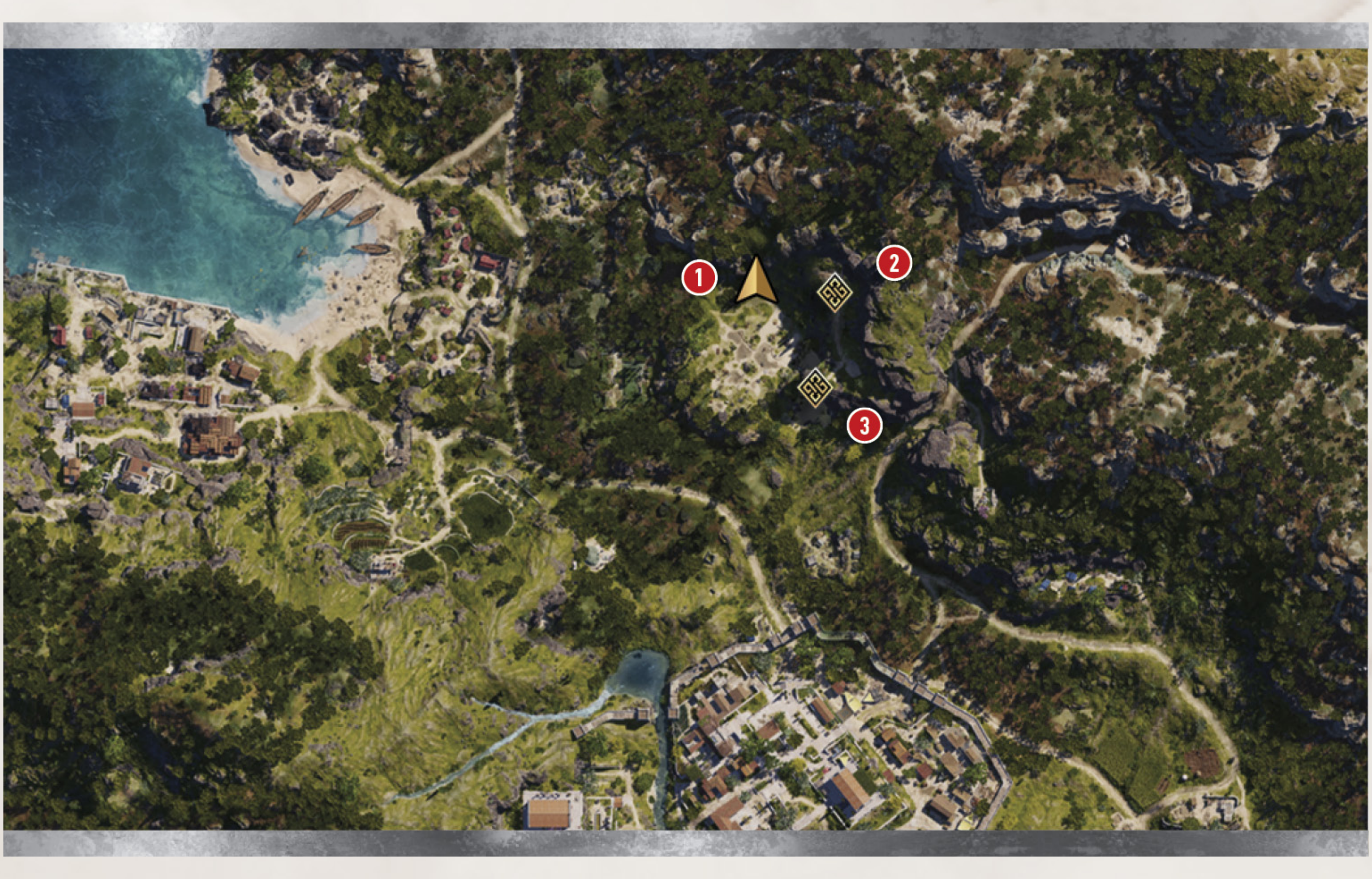
When the battle starts, break any target locks and run until you find the four elite captains of this battle marked by golden level markers above their heads. These captains are known as Battle Feats and killing them quickens the decrease of the opposing faction's gauge, substantially increasing your chance of victory. These captains do not all appear on the battlefield at the same time though, so you should watch for their appearance.



MEGARIS

THE WOLF AND THE SNAKE

The Wolf of Sparta



ROMANCE: —

RECOMMENDED LEVEL: 13

QUEST GIVER: Slave owner

PREREQUISITE: Complete ***A Debt to Pay*** **(main quest)**

UNLOCKS: N/A

LOCATION: Karystos Dock in Mount Ochi, Euboea

REWARD: Medium drachmae, rare sword (Slave's Sword), medium XP

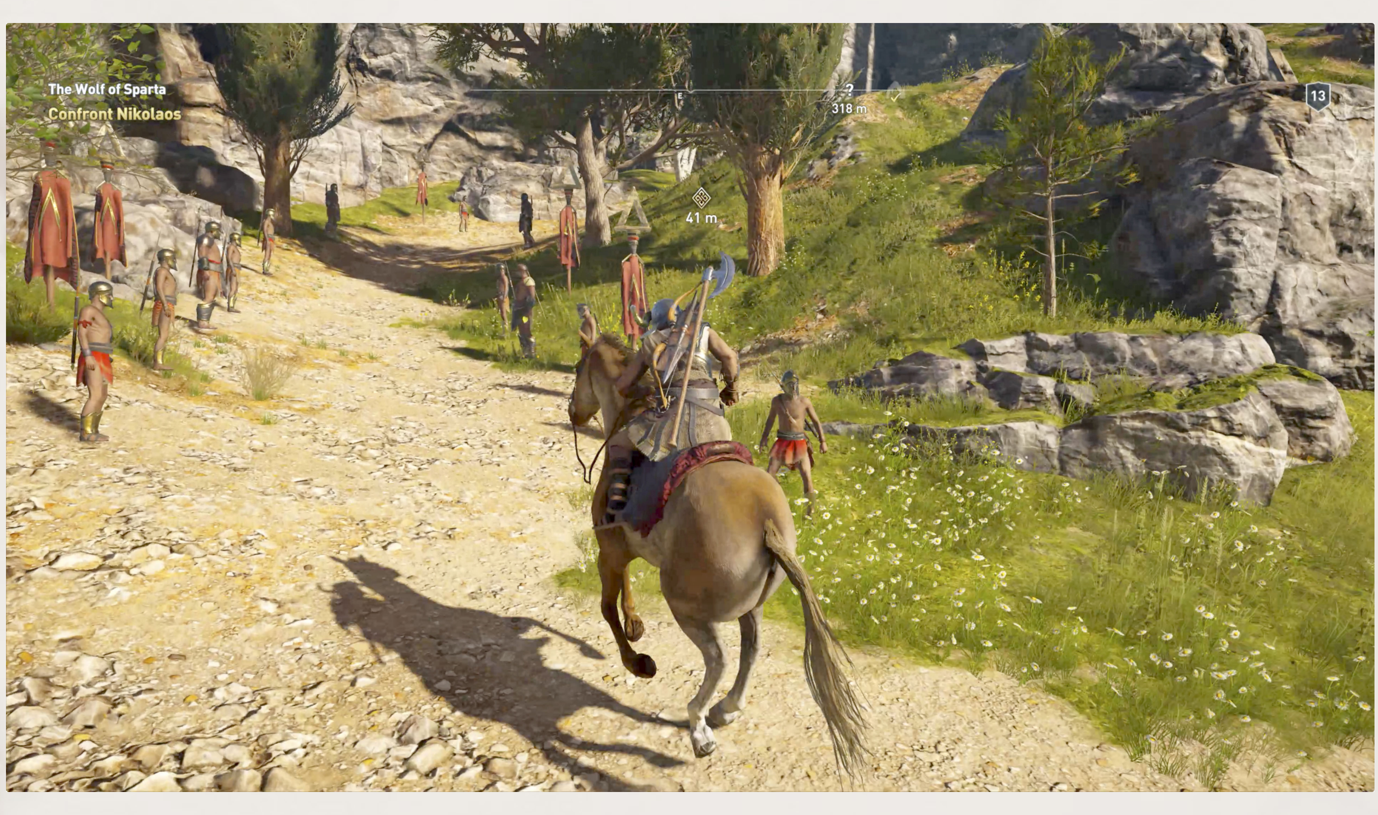
STORY: **A slave owner from Karystos is distraught: his priceless vase has been stolen. As it was a family heirloom, he would do anything to get it back—anything, including hiring a misthios.**

Confront Nikolaos

THE FATE OF NIKOLAOS

This quest contains the first story-branching option, which is dependent on you sparing or killing Nikolaos. Our walkthrough focuses on achieving the canon ending and that starts with Nikolaos's life. Follow the objective marker **(2)** up the mountain road from your starting position near the battleground of Megaris **(1)**.

At the top of the hill, find Nikolaos **(3)** on the edge of a tall cliff (just like the last time you were with him). Speak to your father.



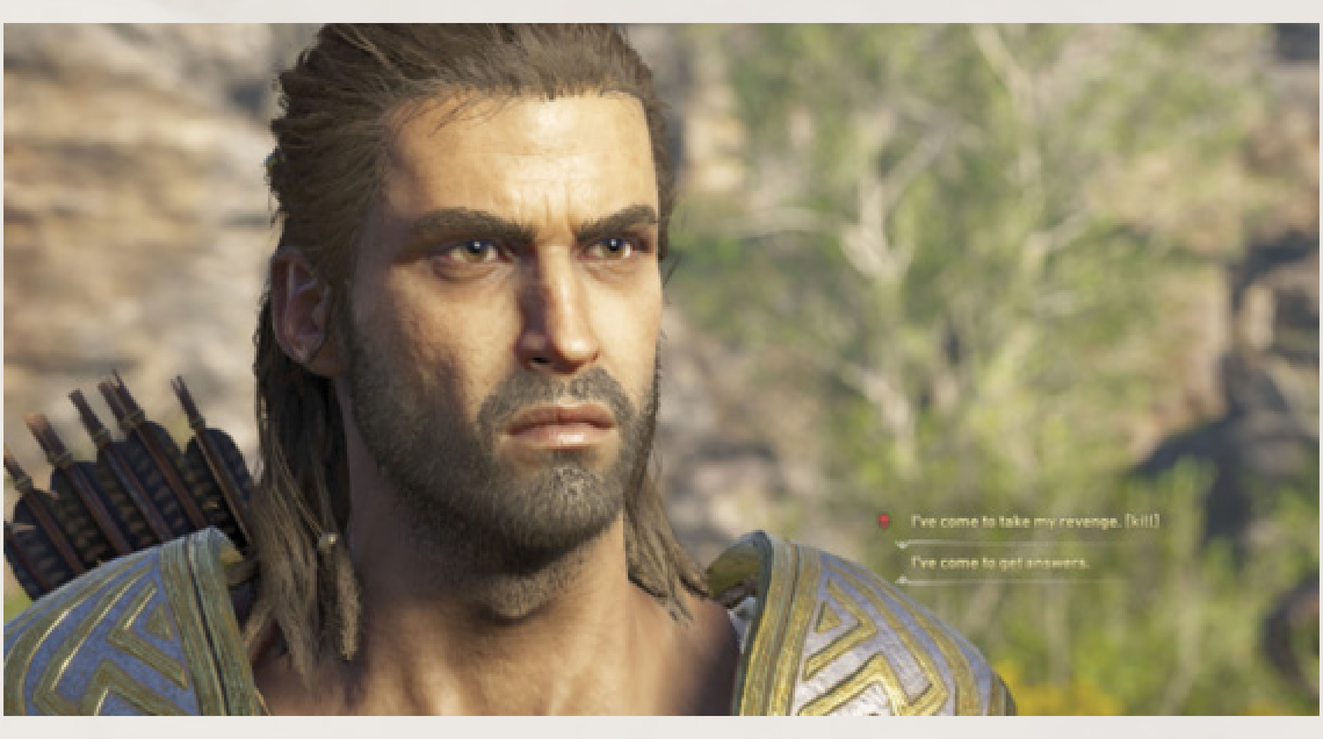
Nikolaos recognizes you the moment he sees your face.

Impossible. I saw you fall.

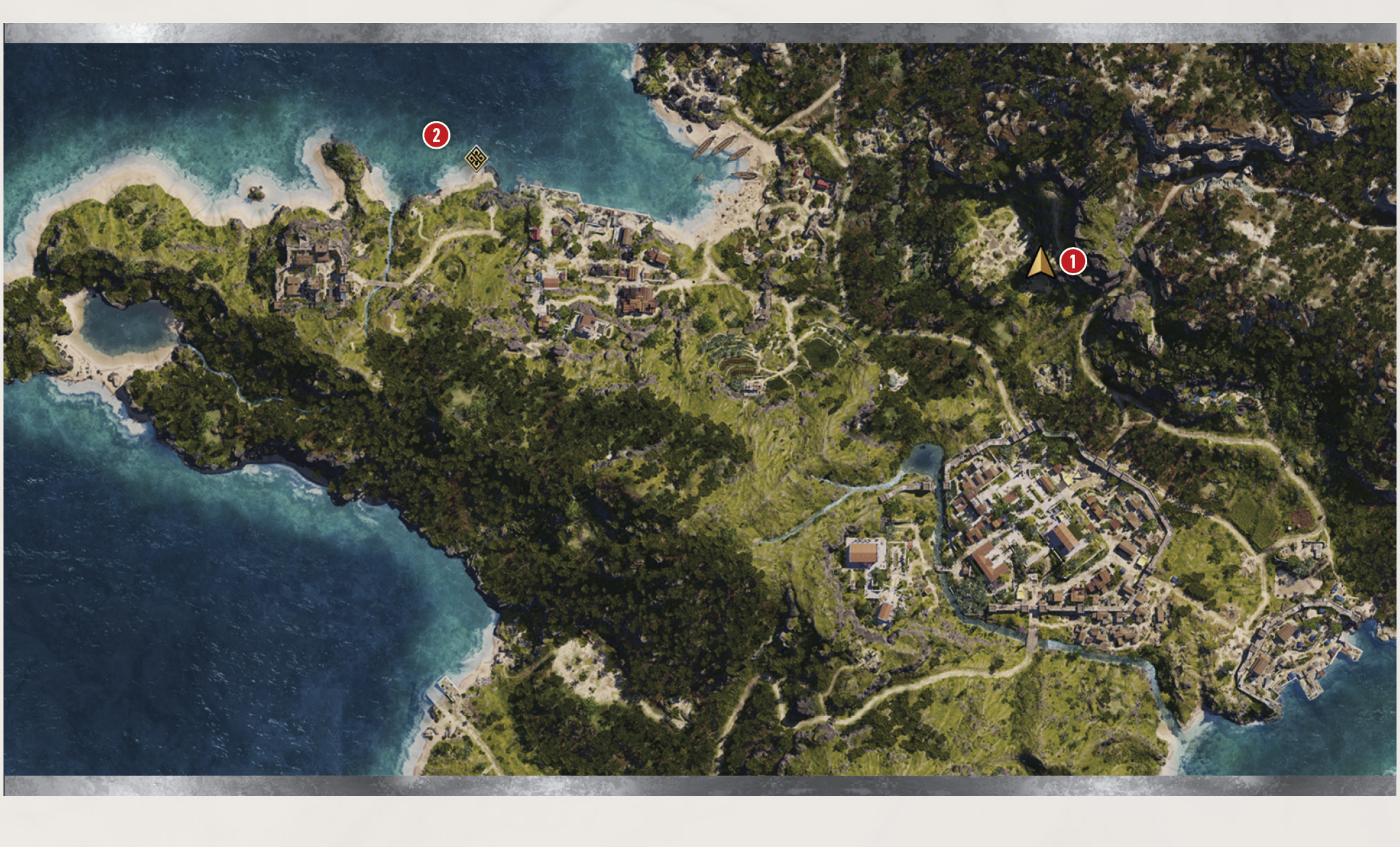
Saving Nikolaos allows him to live with his ghosts and learn that Kassandra is alive as well. He informs you that he is not your father but a stepfather and that your mother is also still alive. He tells you to find her to get more answers. In either scenario, you have his helmet to prove you defeated him when you return to Elpenor. You earn a medium amount of XP, Nikolaos's sword, and the Wolf's Helm (quest item).

Conversation with Nikolaos

When you tell Nikolaos about the reward for the mercenary who can collect his head, he asks if that's why you are here. You have the story-changing option of taking out Nikolaos by selecting **"I've come to take my revenge. [kill],"** or you can spare his life by selecting **"I've come to get answers."** Be aware that either choice will directly impact the ending of the game.


I've come to take my revenge. [kill]
I've come to get answers.

Onward to Phokis



RECOMMENDED LEVEL: 13

PREREQUISITE: Complete ***The Wolf of Sparta***

UNLOCKS: ***Consulting a Ghost***

STORY: **You know your confrontation with Nikolaos made you a marked man. You have to flee Megaris or face the wrath of the entire Spartan army for what you've done.**

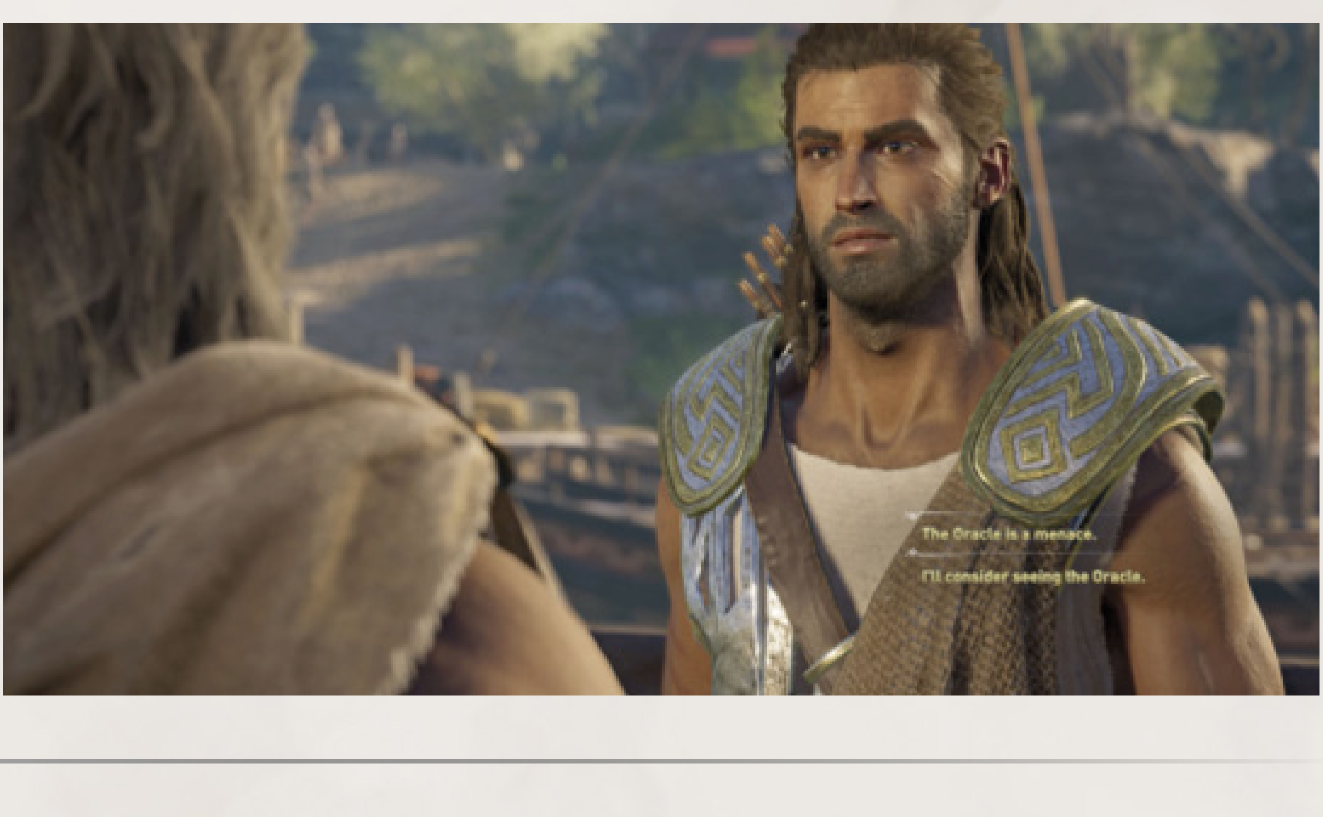
Talk to Barnabas

Barnabas is docked **(2)** on the east coast of the isle of Salamis. Leave the cliffside **(1)** after speaking to Nikolaos, find Barnabas, and speak to him about the recent turn of events.

So, did you kill your father?

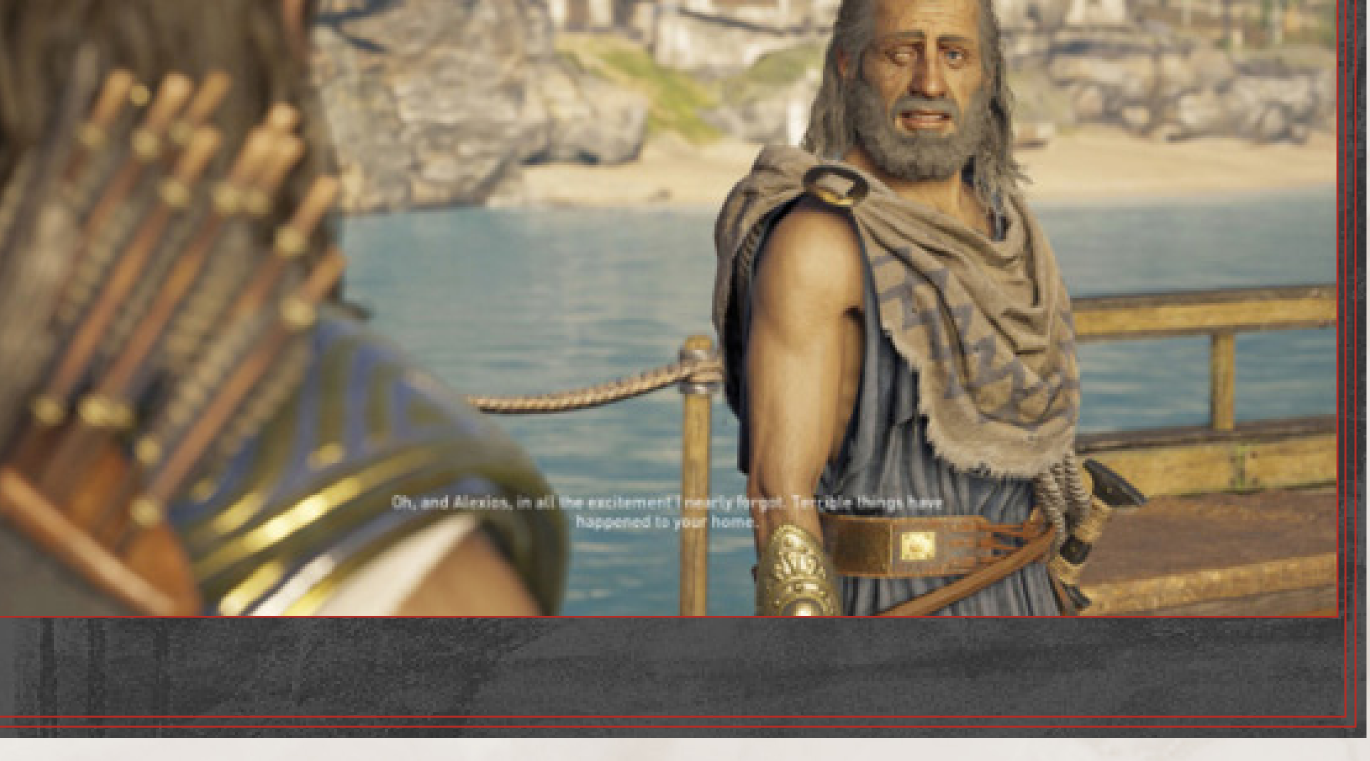
Conversation with Barnabas

Be kind with your responses during the conversation with Barnabas; he is your friend. When the stepfather subject comes up, answer **"Thanks for your concern."** You tell him you are going to your mother and he suggests you speak to the Oracle of Delphi. No matter your answer (**"The Oracle is a menace"** or **"I'll consider seeing the Oracle"**), Barnabas lets you decide which quest you'll follow and tells you to meet him at Apollo's temple in Delphi, where the Oracle will be.



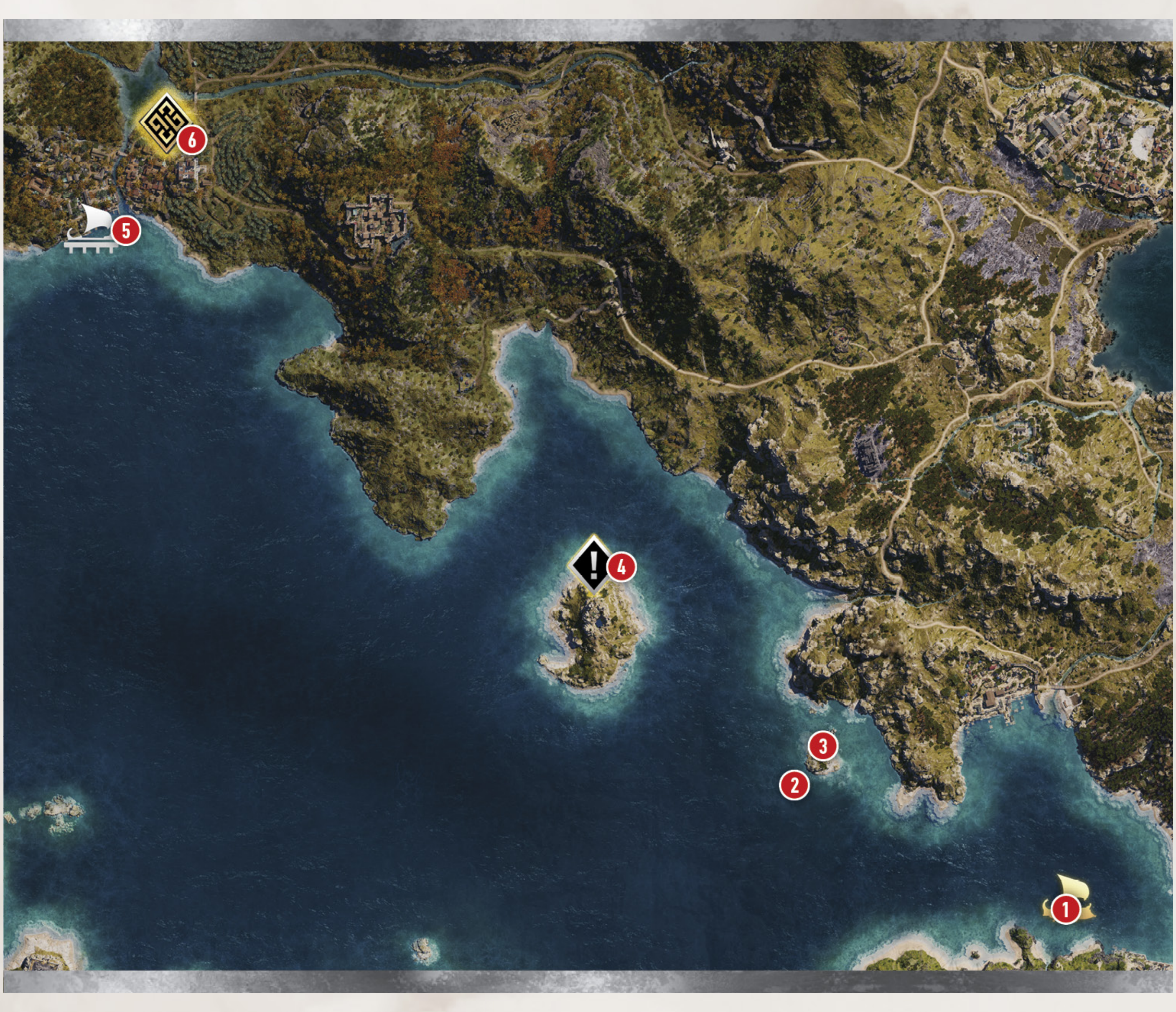
A SICKNESS SPREADS AT HOME (KEPHALLONIA ISLAND)

In an earlier side quest (*The Blood Fever*), if you protected the villagers by killing the priest and the soldiers, then Barnabas will warn you that things aren't so great in your homeland: A sickness has spread throughout Kephallonia. You will need to deviate from your course to check on your homeland before it's too late.


Oh, and Alexios, in all the excitement I nearly forgot. Terrible things have happened to your home.

PHOKIS

THE WOLF'S FATE



RECOMMENDED LEVEL: 13

PREREQUISITE: Complete *Onward to Phokis*

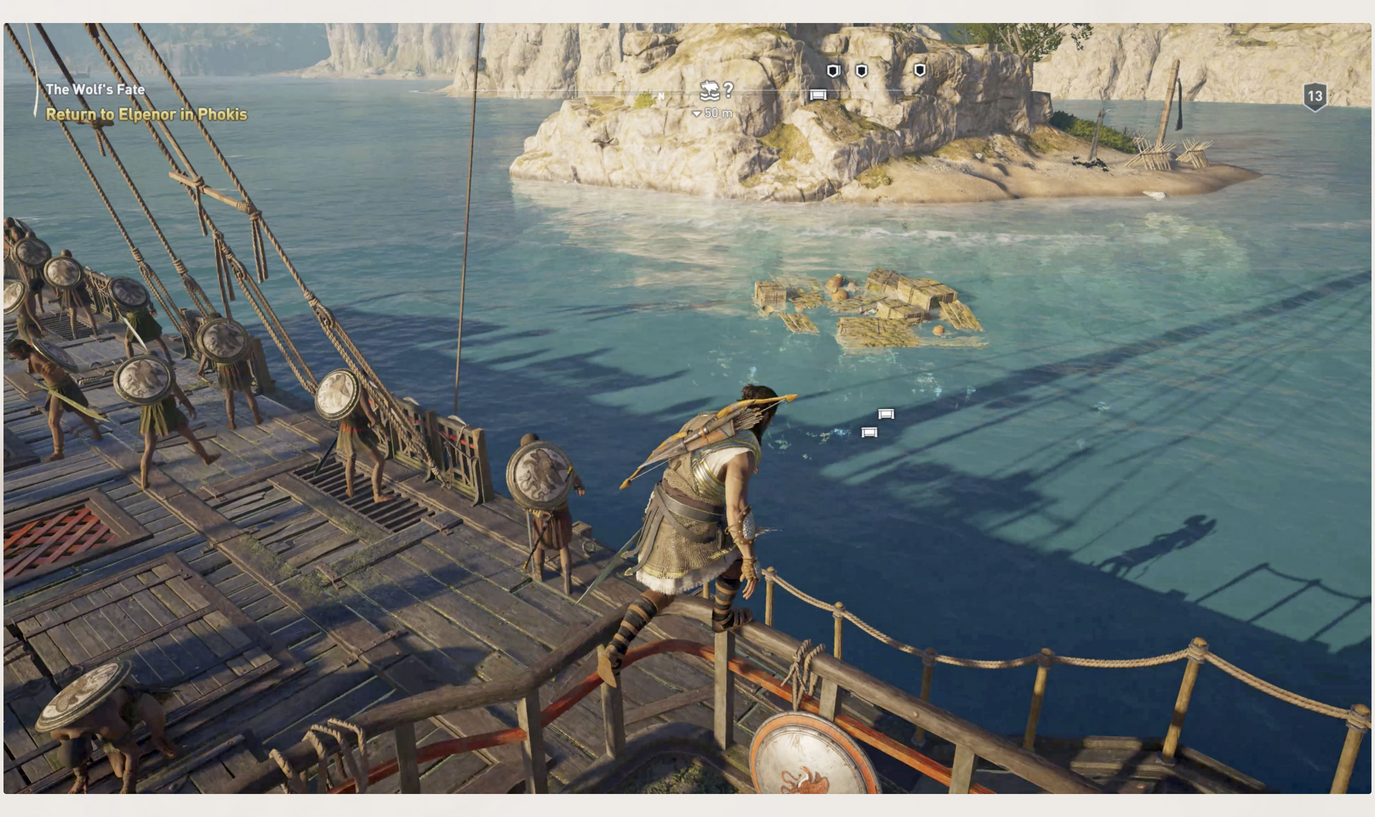
UNLOCKS: *Snake in the Grass*

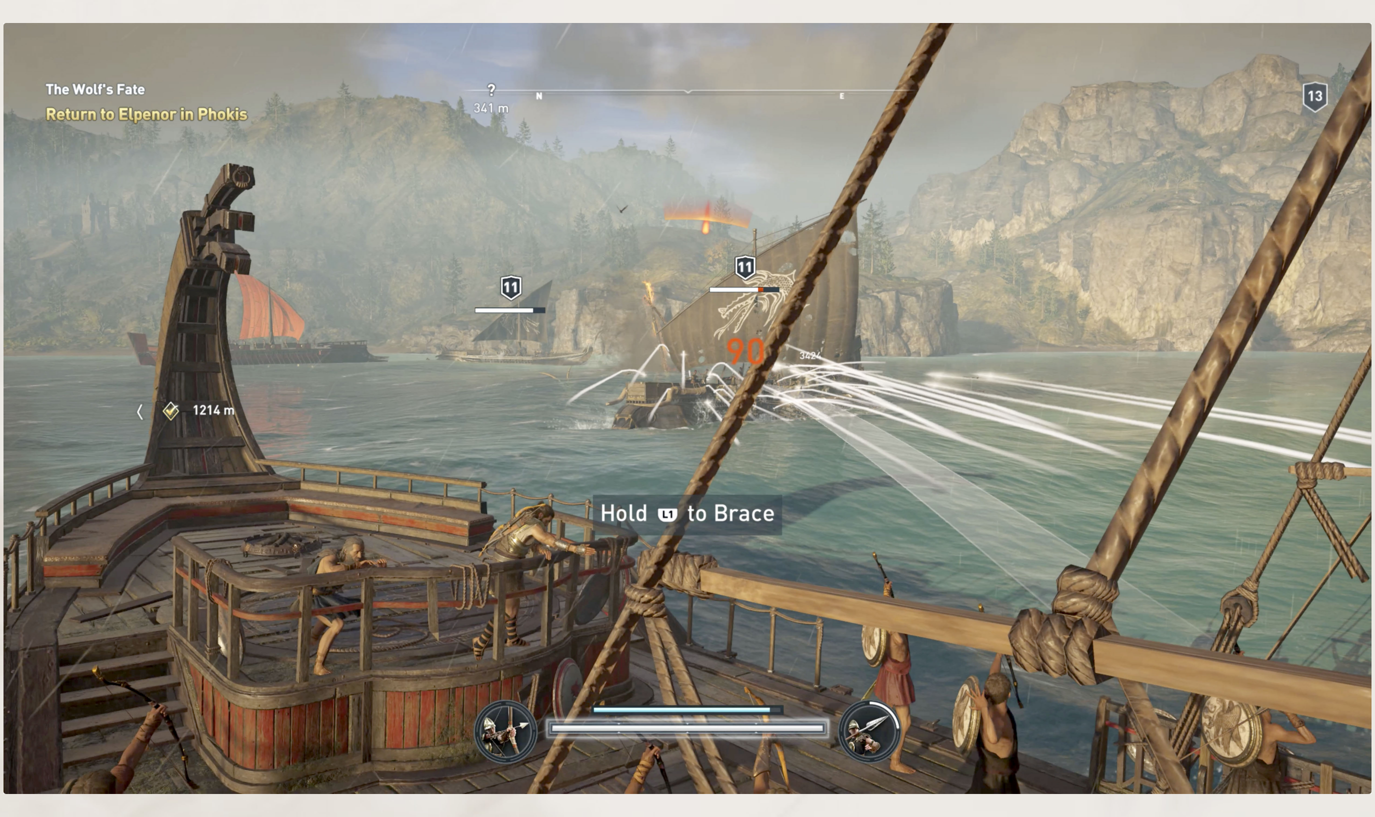
STORY: You travel to Pilgrim's Landing in Phokis to confront the mysterious Elpenor and collect his reward for the Wolf's head.

RETURN TO ELPENOR IN PHOKIS

Sail from the western shores **(1)** of Megaris to Pilgrim's Landing in Phokis and speak to Elpenor **(6)**. You can complete the Alekto shipwreck's location objective **(2)** and pirate island's location objective **(3)** along the way.

Ship battles along the way are avoidable, but it's better to participate in sea bounties and destroy as many ships in the area as you can to increase your ship's stats.


The Wolf's Fate
Return to Elpenor in Phokis
50 m
13


11
11
90
1214 m
Hold L1 to Brace

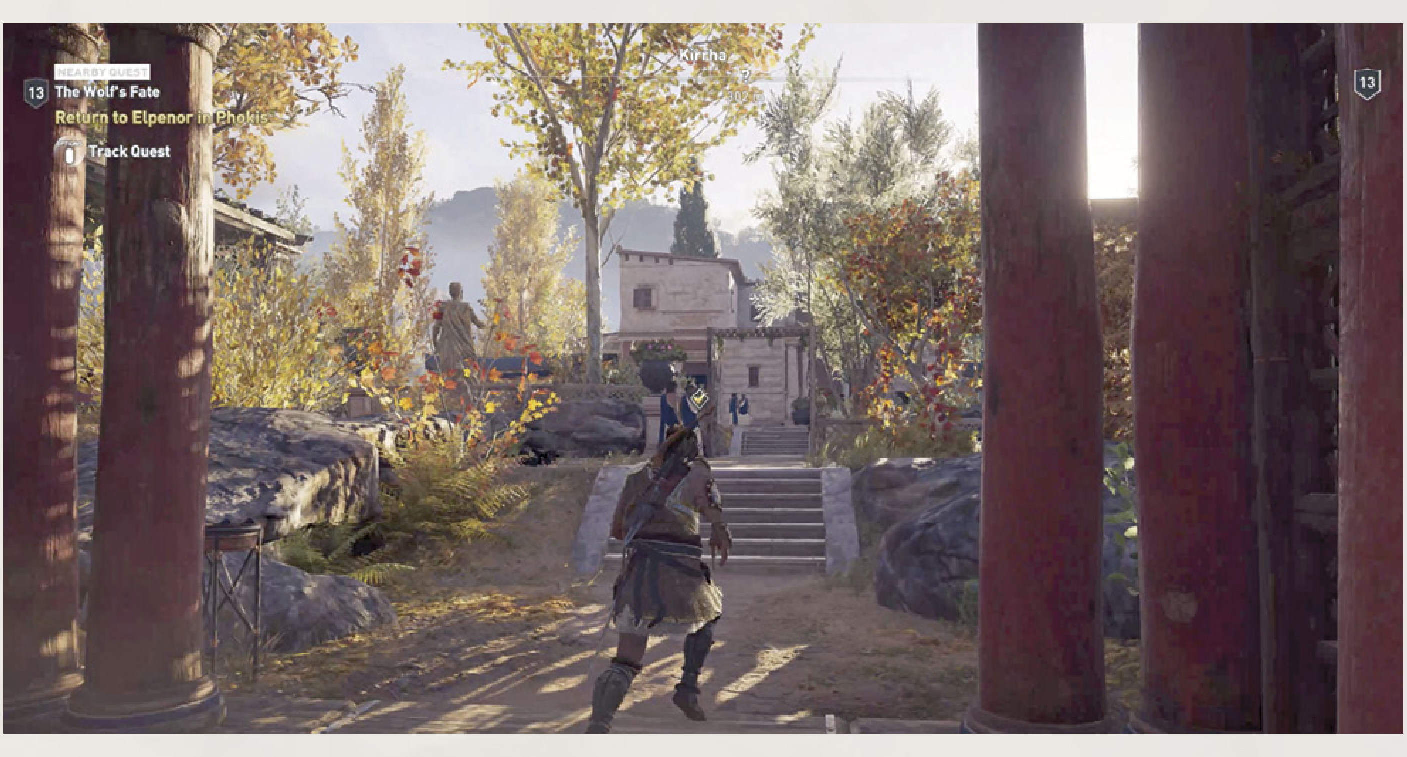
You can also detour a bit and take the A Pirate's Life side quest **(4)** on the isle of Thisvi before seeing Elpenor. Don't lie to the quest giver that his brother is still alive or you risk failing that quest.

Oh, thank the gods you came!
1307 m

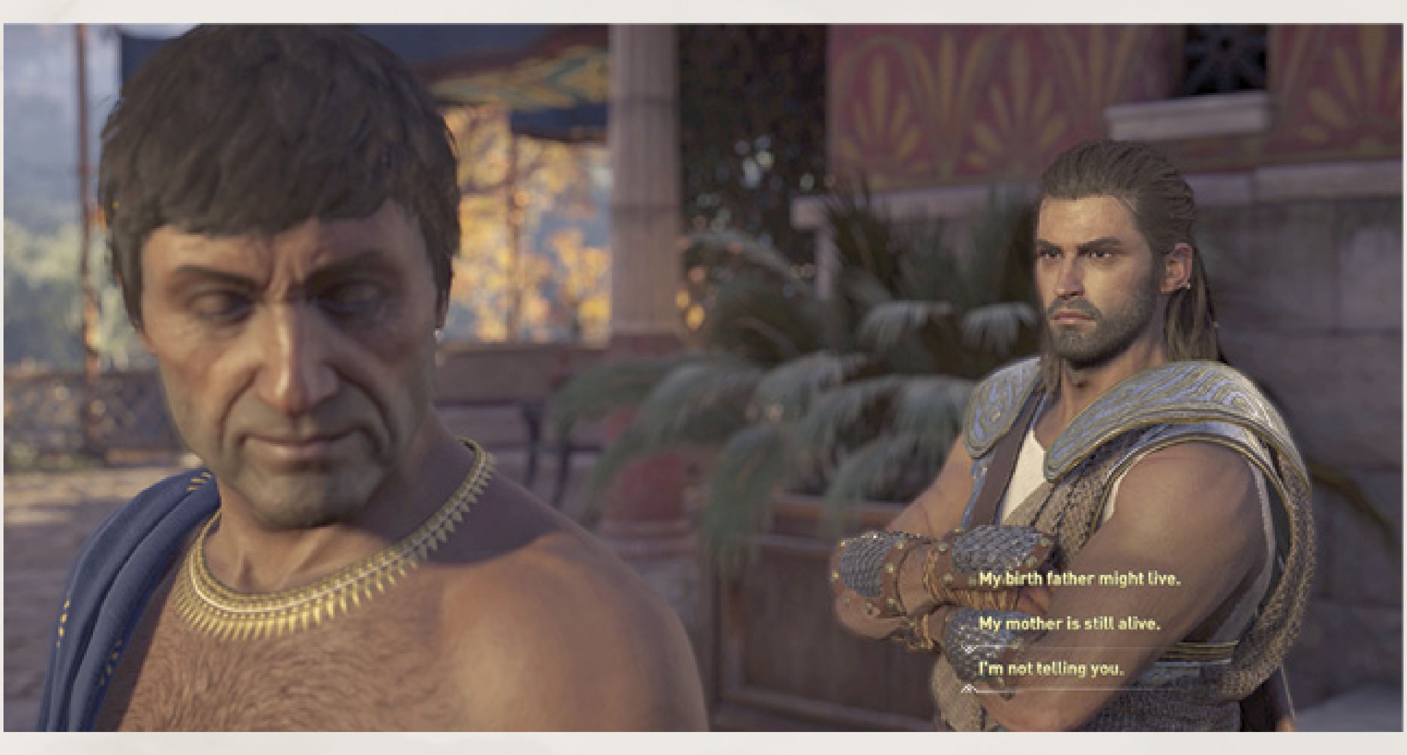
Dock **(5)** on the southern shores of Kirrha in Phokis. Synchronize with Ianos Hangout and travel north through town to find Elpenor **(6)**.

Press to open Quest Log and track a new Quest.
283 m
13

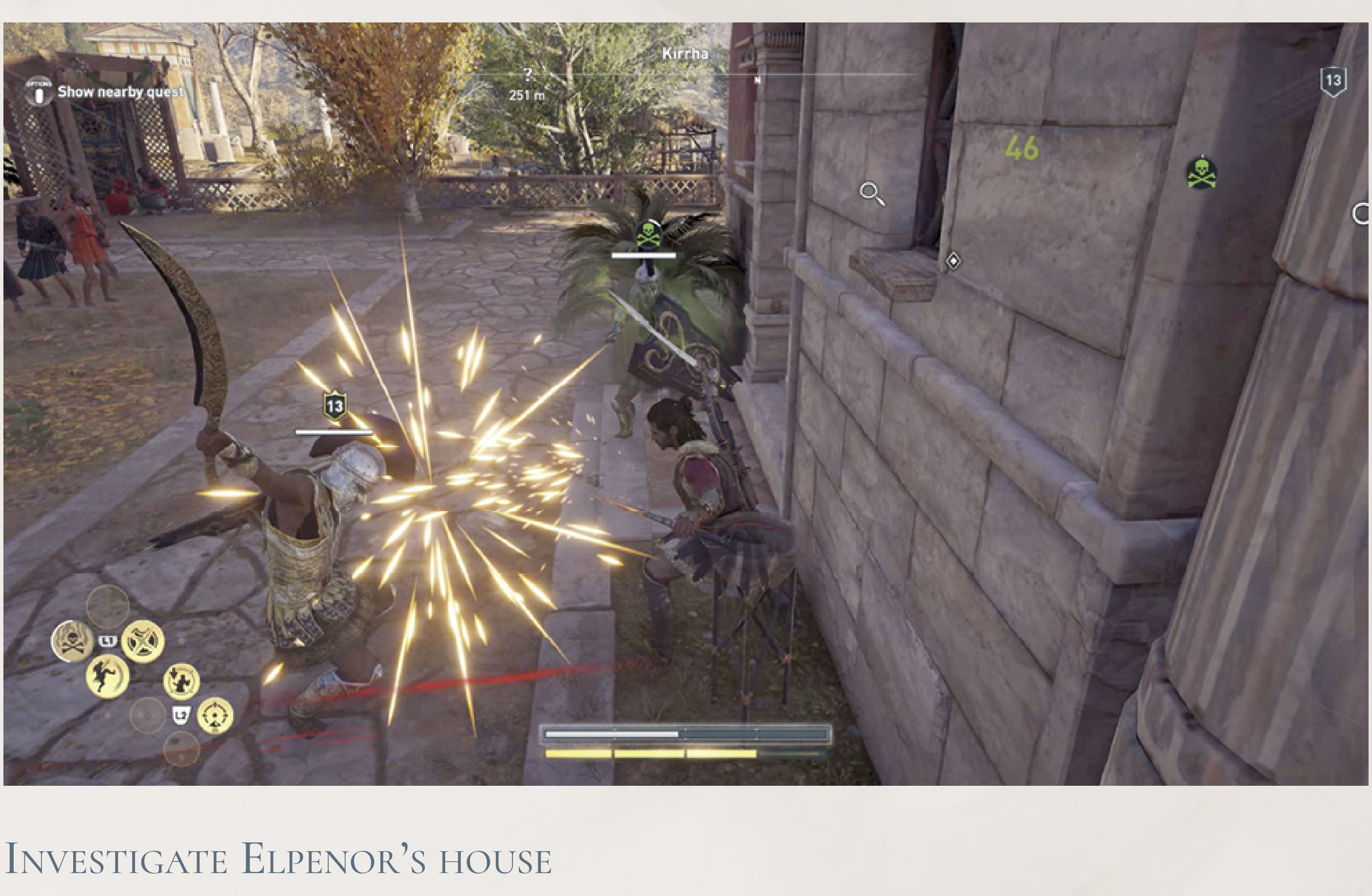
Elpenor seems shocked to see Nikolaos's helmet slammed on the desk in front of him but reveals that he already knew that Nikolaos is actually your stepfather. Who is this guy and how does he know so much about you?


NEARBY QUEST
13 The Wolf's Fate
Return to Elpenor in Phokis
Track Quest
Kirrha
13

> **Conversation with Elpenor**
>
> Trusting Elpenor will be a concern. Talking alone may not resolve the situation, but you can use him to learn more by answering his prying questions before attacking. Outside you can choose to reveal anything you wish by stating **"My birth father might live,""My mother is still alive,"** or **"I'm not telling you."**


My birth father might live.
My mother is still alive.
I'm not telling you.

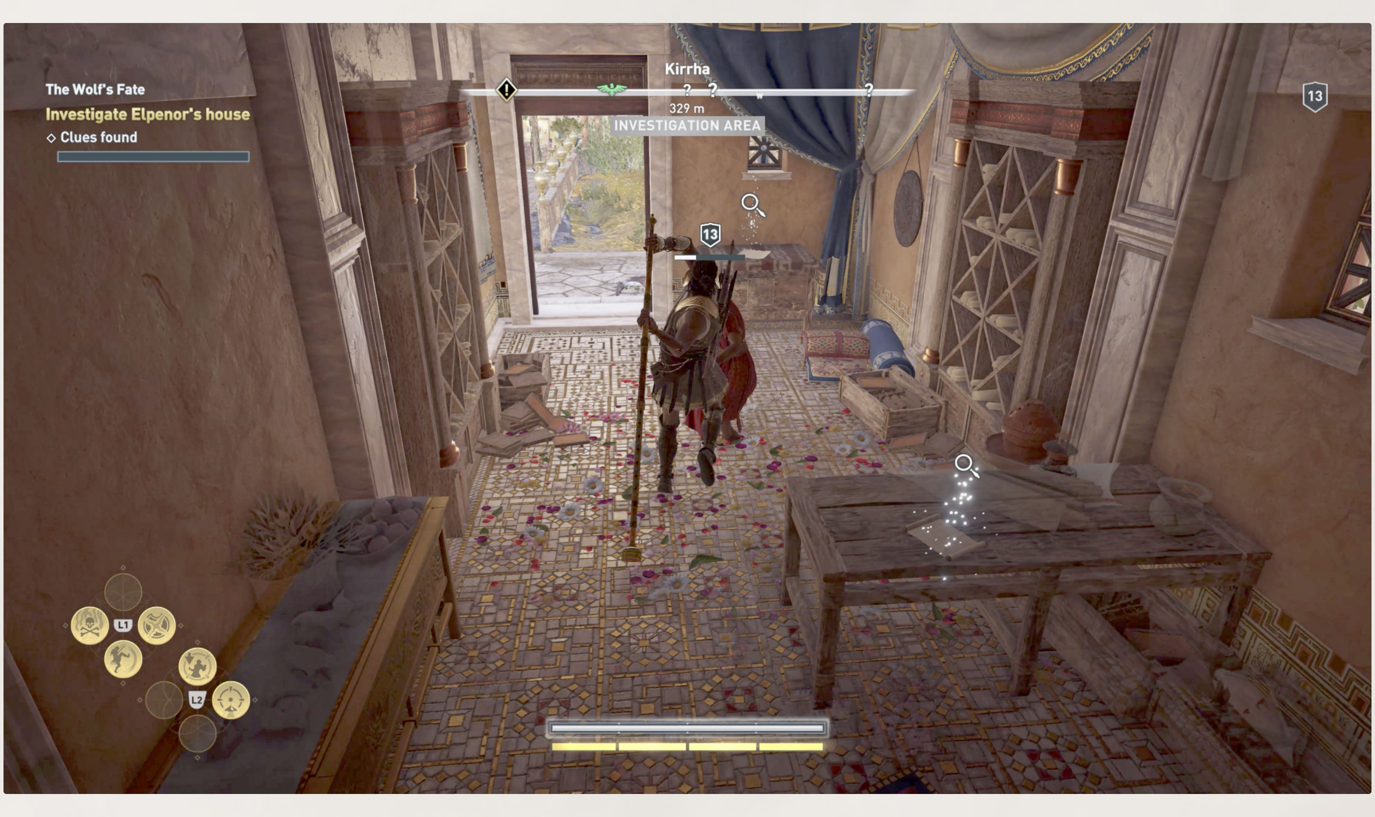
No matter how the conversation unfolds, a fight breaks out with his guards. He escapes. Defeat his closest guards. Having a tier 2 Shield Breaker ability is very helpful in this fight. Their shields are too heavy for the tier 1 ability to be effective. Investigate the house after defeating the two guards.

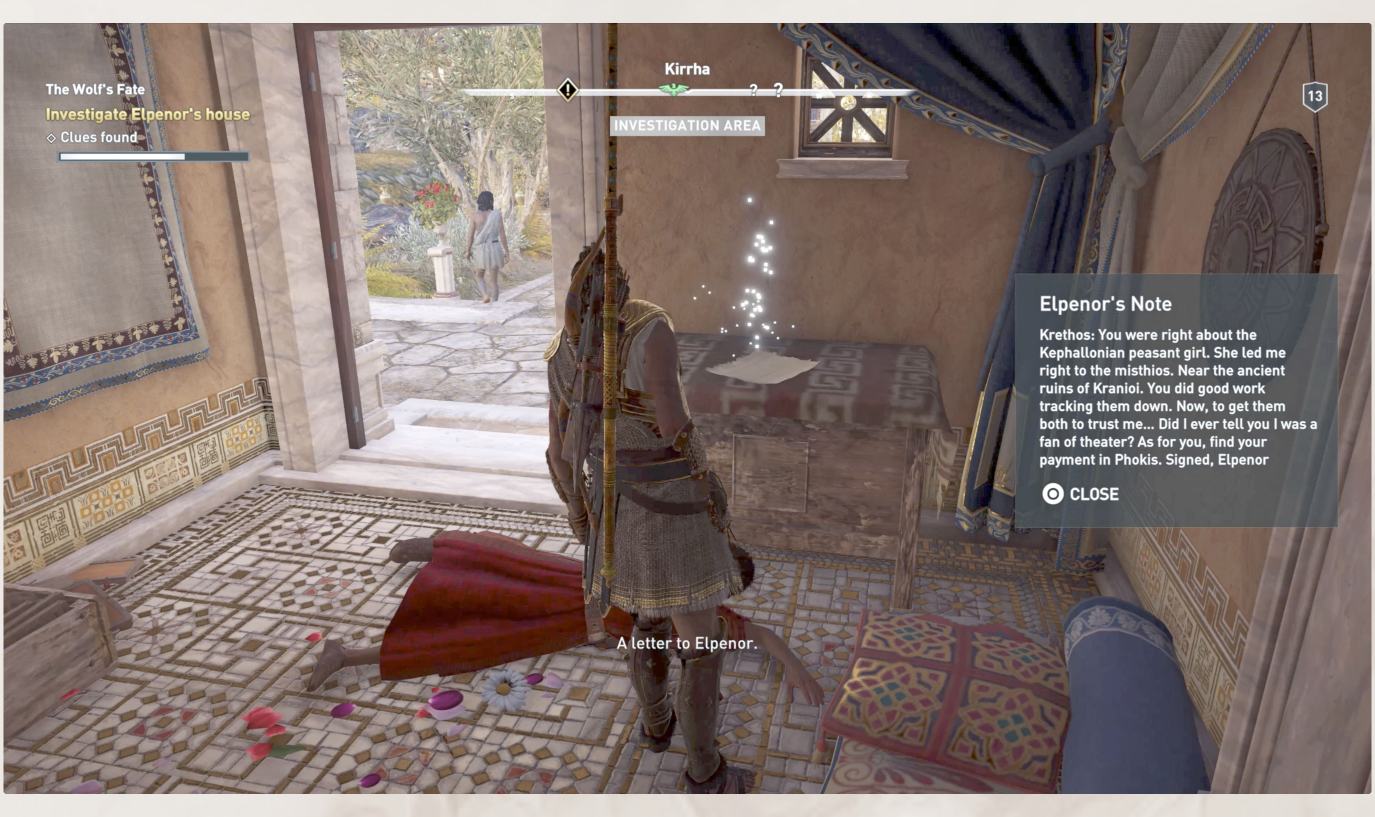

Show nearby quest
Kirrha
251 m
13
46
13
L1
L2

INVESTIGATE ELPENOR'S HOUSE

IANOS HANGOUT

Elpenor escapes on horseback, but you can learn where he's headed by investigating the clues inside his house, in a room indicated by the magnifying glass location markers. There's a note from Antonide on a desk. The second clue is a ship manifest found on the corner shelf. Before you leave, check the third and last clue on the table near the door. The quest completes when you exit the clue room. This unlocks a version of Snake in the Grass where you must "Find Elpenor."


The Wolf's Fate
Investigate Elpenor's house
◇ Clues found
Kirrha
329 m
INVESTIGATION AREA
13
L1
L2


The Wolf's Fate
Investigate Elpenor's house
◇ Clues found
Kirrha
INVESTIGATION AREA
13
A letter to Elpenor.

Elpenor's Note

Krethos: You were right about the Kephallonian peasant girl. She led me right to the misthios. Near the ancient ruins of Kranioi. You did good work tracking them down. Now, to get them both to trust me... Did I ever tell you I was a fan of theater? As for you, find your payment in Phokis. Signed, Elpenor

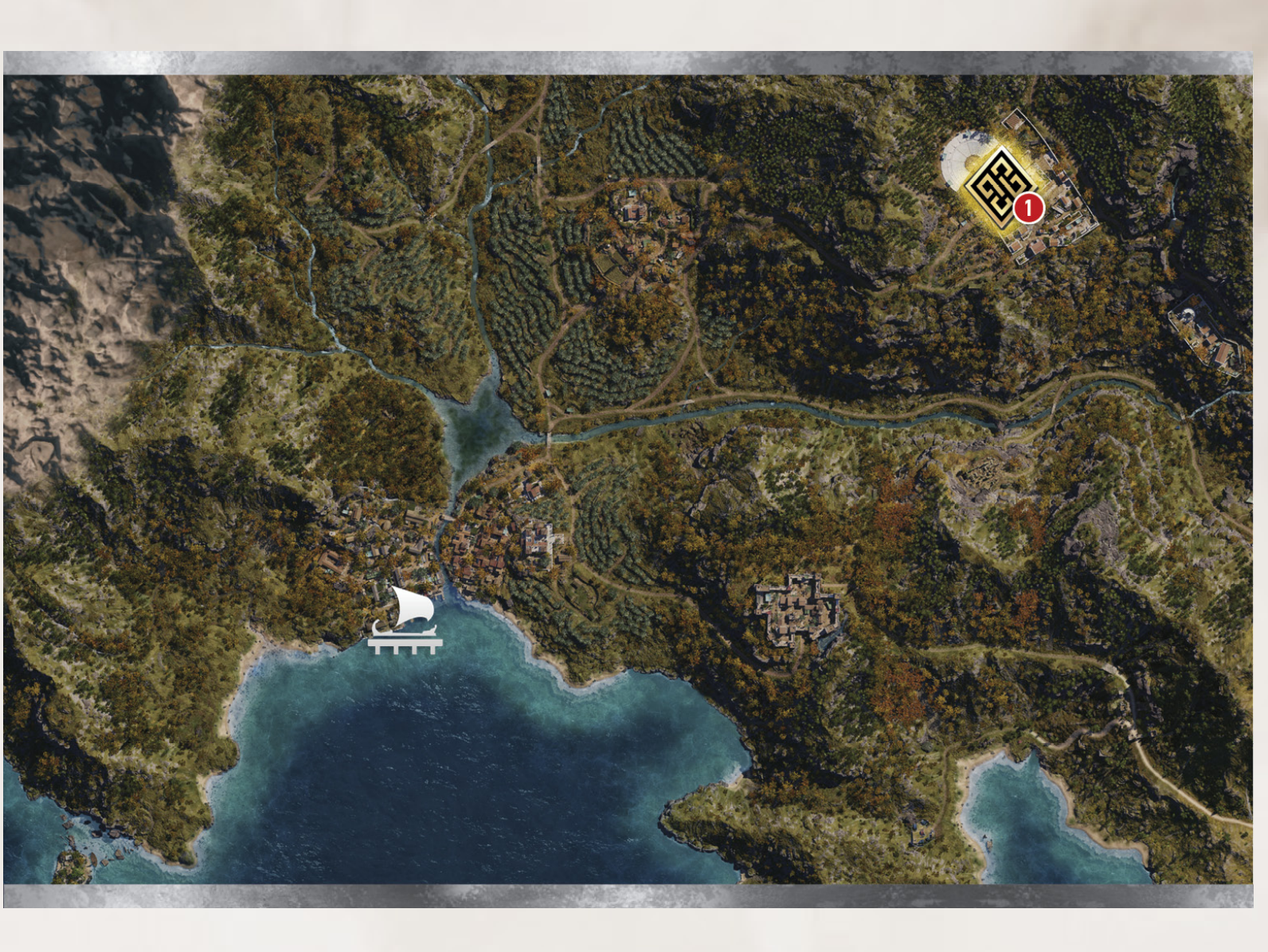
◎ CLOSE

Note: The quest lines The Wolf and the Snake and Of Visions and Visionaries run concurrently at this point.

PHOKIS

OF VISIONS AND VISIONARIES

Consulting a Ghost



RECOMMENDED LEVEL: 10

PREREQUISITE: Complete *Onward to Phokis*

UNLOCKS: *The Truth Will Out*

STORY: Oracles and prophecies have destroyed your family. So when Barnabas suggests you consult with the Oracle of Delphi to help find your mother, you do so with great reluctance and skepticism.

Speak with the Oracle of Delphi

TEMPLE OF APOLLO

To open the map up a bit and find new side quest opportunities, synchronize with the Temple of Artemis. Take a couple of side quests you find on your way to the Oracle. When you're ready, ride west on horseback into Phokis to find the Oracle **(3)** at the Temple of Apollo.

A conversation with Barnabas and Herodotos (a new acquaintance) occurs. When you discover that Barnabas's new acquaintance recognizes your Spear of Leonidas then a conversation must be had.

Conversation with Barnabas

Choose your approach when talking with Barnabas. When speaking to Herodotos you can ask about the Oracle, the line, and why so much security, but **"I have questions for the Oracle"** gets you closer to the door.

You weren't lying. It really is the spear of Leonidas

Synchronize with the temple and then speak to the priest at the entrance to gain entry.

Conversation with the Oracle

You meet the Oracle inside. You are given the choice to talk about your mother or your father: **"Where is my mother?"** and **"Who is my father?"**—two very good first questions. This is not a branching decision, but you have to choose only one question. If you did not save the sick people in the village of Kausos (Side Quest: The Blood Fever), then the Oracle will call you out on this bad decision before the guards shut her up.

Enter into the light of Apollo, the light that illuminates shadow.

After being thrown out, you run into Herodotos outside.

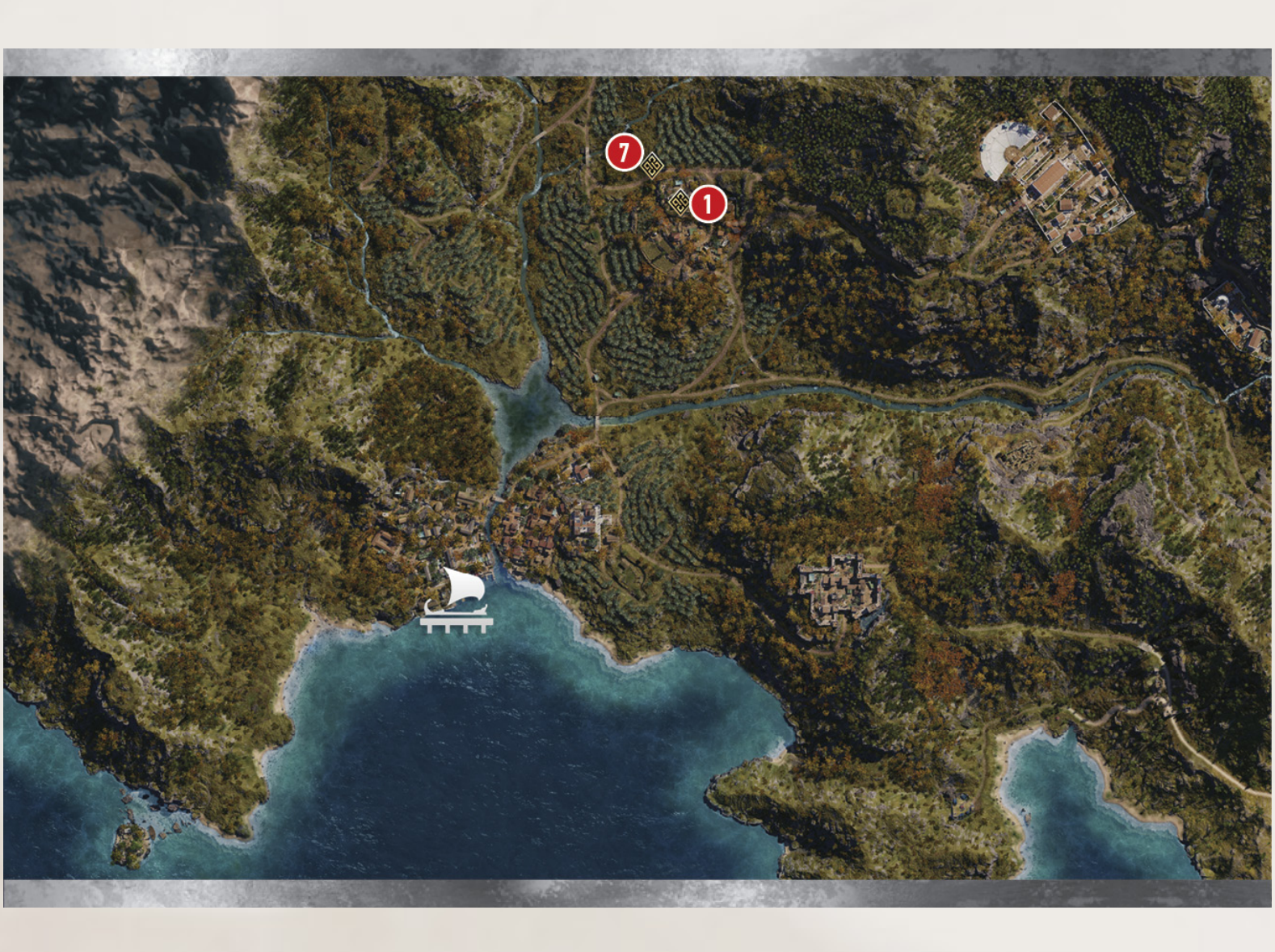
Conversation with Herodotos

During this conversation you can choose to reveal what you learned inside about the Cult of Kosmos or just tell him **"Never mind."** This is not a branching decision. Select **"I'm going to find her"** to complete the quest.

What child hasn't stood on a mountain?

Meeting the Oracle where she lives, away from her guards so you can get answers, is a sensible quest. This continues in *The Truth Will Out*.

The Truth Will Out



RECOMMENDED LEVEL: 14

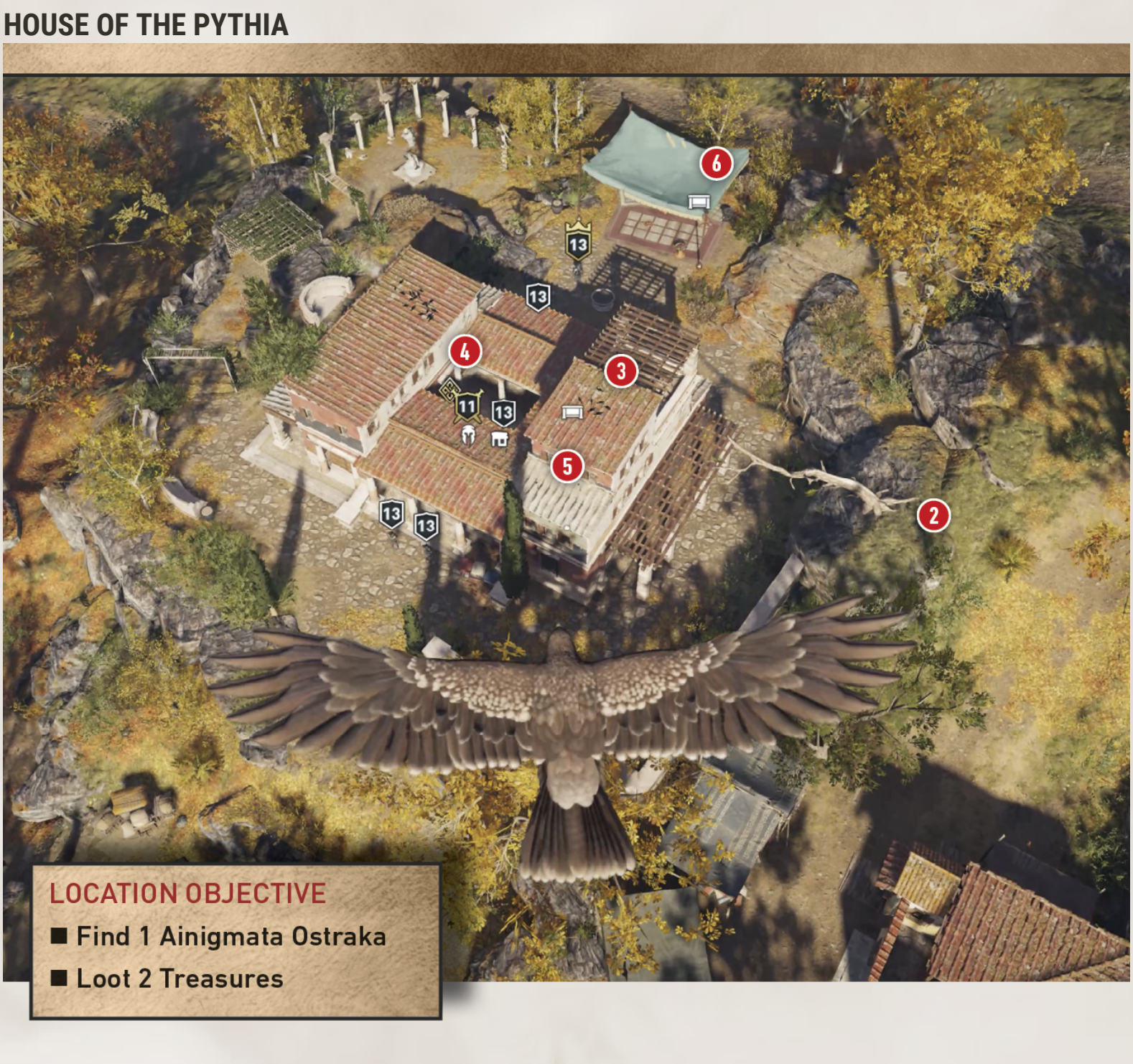
PREREQUISITE: Complete *Consulting a Ghost*

UNLOCKS: Completing this quest along with *Snake in the Grass* unlocks *The Serpent's Lair*

STORY: All at once, you meet the Oracle, renowned for predicting futures, and Herodotos, famous documentarian of the past. To get to the truth, however, you seek a private audience with the former.

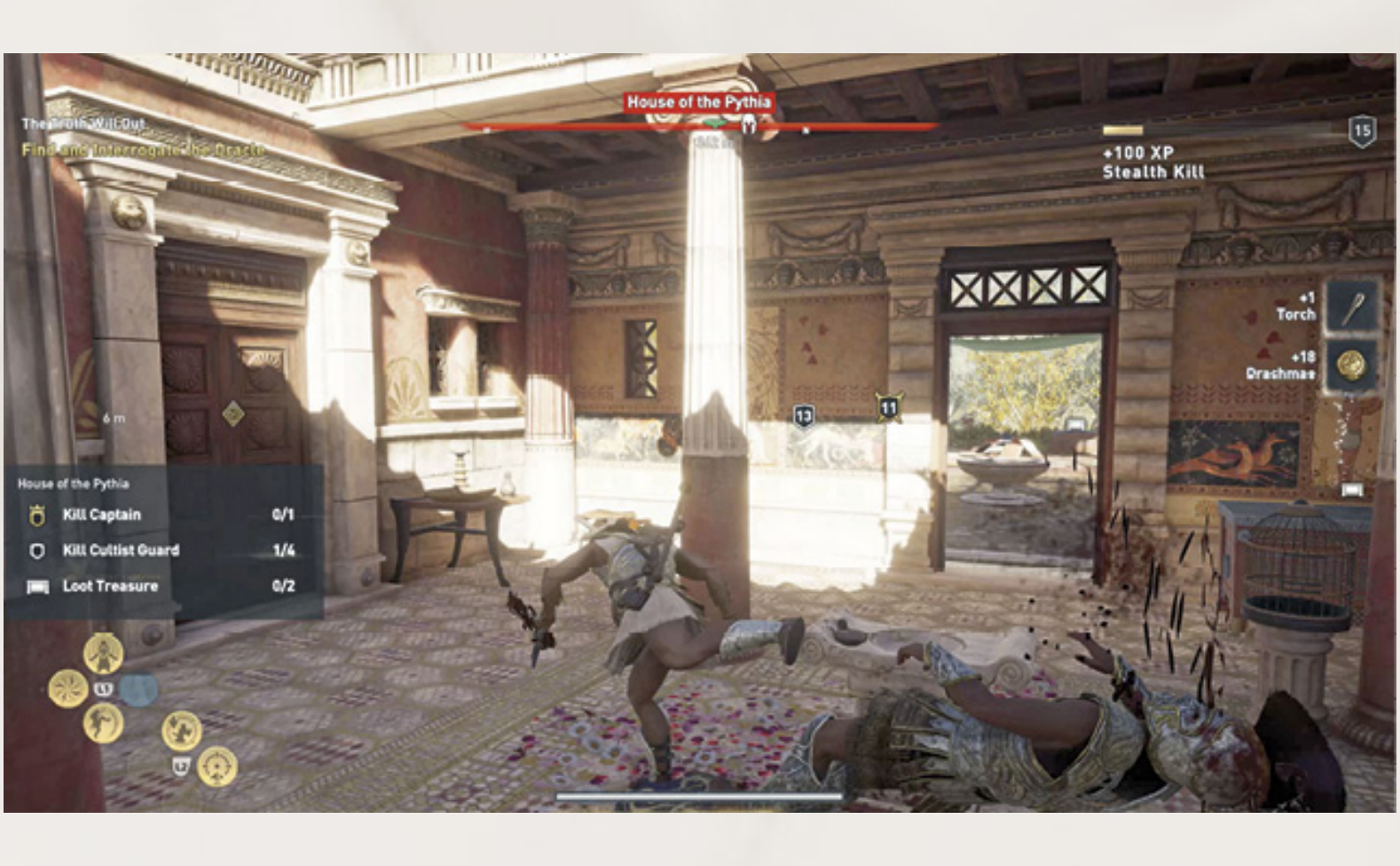
Find and Interrogate the Oracle

HOUSE OF THE PYTHIA


6
3
4
5
2
LOCATION OBJECTIVE
■ Find 1 Ainigmata Ostraka
■ Loot 2 Treasures

Head to Chora of Delphi and to the House of the Pythia **(1)**. Send Ikaros up to find the Pythia and to tag all the guards, treasures, and captains in the restricted zone. These are low level compared to you if you've been continuing side quests along the way. The captains are around level 12, the cultists are around 13, and you should at least be level 14 now.

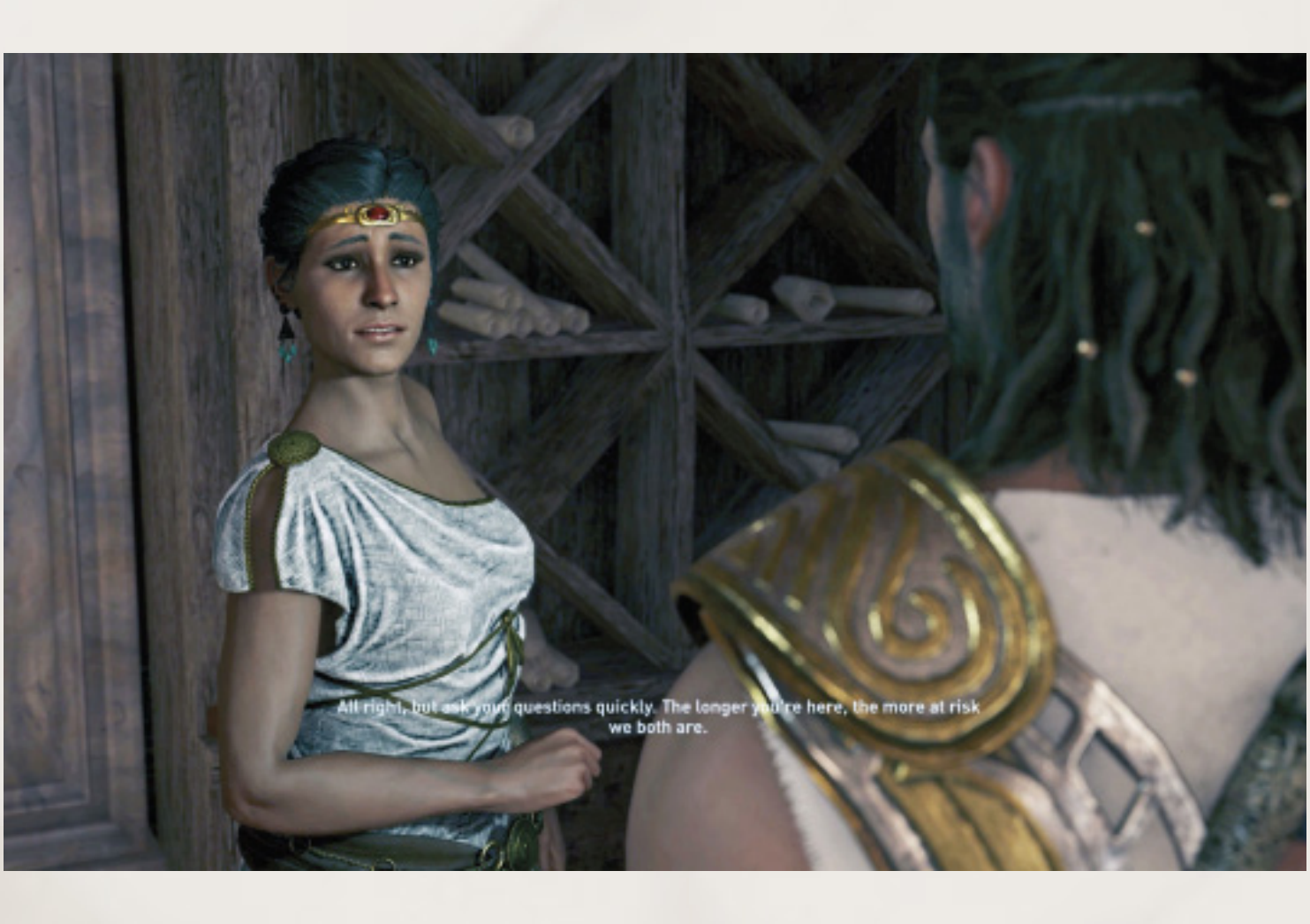
Get to the rooftops **(3)** using the fallen tree **(2)** on the edge of the restricted zone. Drop onto the guard below on the veranda **(4)**. He's all that stands between you and the door to your target.


House of the Pythia
+100 XP
Stealth Kill
House of the Pythia
Kill Captain 0/1
Kill Cultist Guard 1/6
Loot Treasure 0/2

The Pythia...the Oracle. At first she is scared and calls for guards, but you can talk her down aggressively or by asking nicely.

Conversation with the Oracle

You have a choice to learn about the cult—who works for them, where the visions came from—or just to cut to the chase and answer the trigger option: **"I'm going to find the cult."**


All right, but ask your questions quickly. The longer you're here, the more at risk we both are.

Talk to Herodotos

THE CULT OF KOSMOS

The Cult of Kosmos is a new Odyssey yet a very important one tied to your main story. See *Odyssey Main Quests: Eliminating the Cult of Kosmos* for more detail. Finding out Elpenor is a part of this cult changes the search objective to one of assassination. This occurs in the quest *Snake in the Grass*.

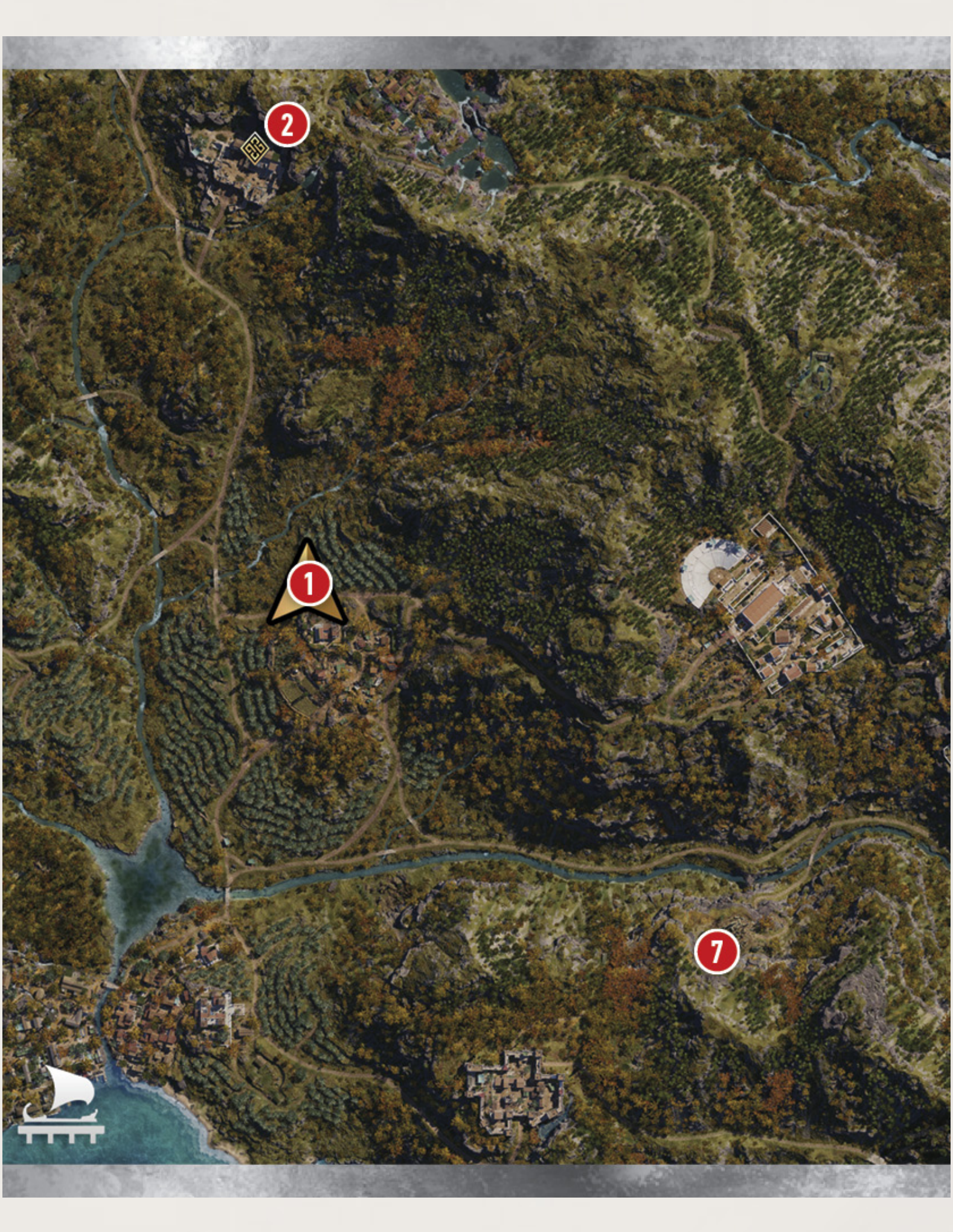
Defeat the remaining enemies and collect the two treasures **(5)** and **(6)** to complete the location objective.

The Truth Will Out
Talk to Herodotos
House of the Pythia
Show Location Objectives

Herodotos stands just outside the restricted area. Follow the objective marker to find him **(7)** on a small dirt road nearby. You tell him what the Oracle revealed to you. Finish Snake in the Grass to continue this storyline.

Well? What did the Pythia tell you?

Snake in the Grass



RECOMMENDED LEVEL: 13

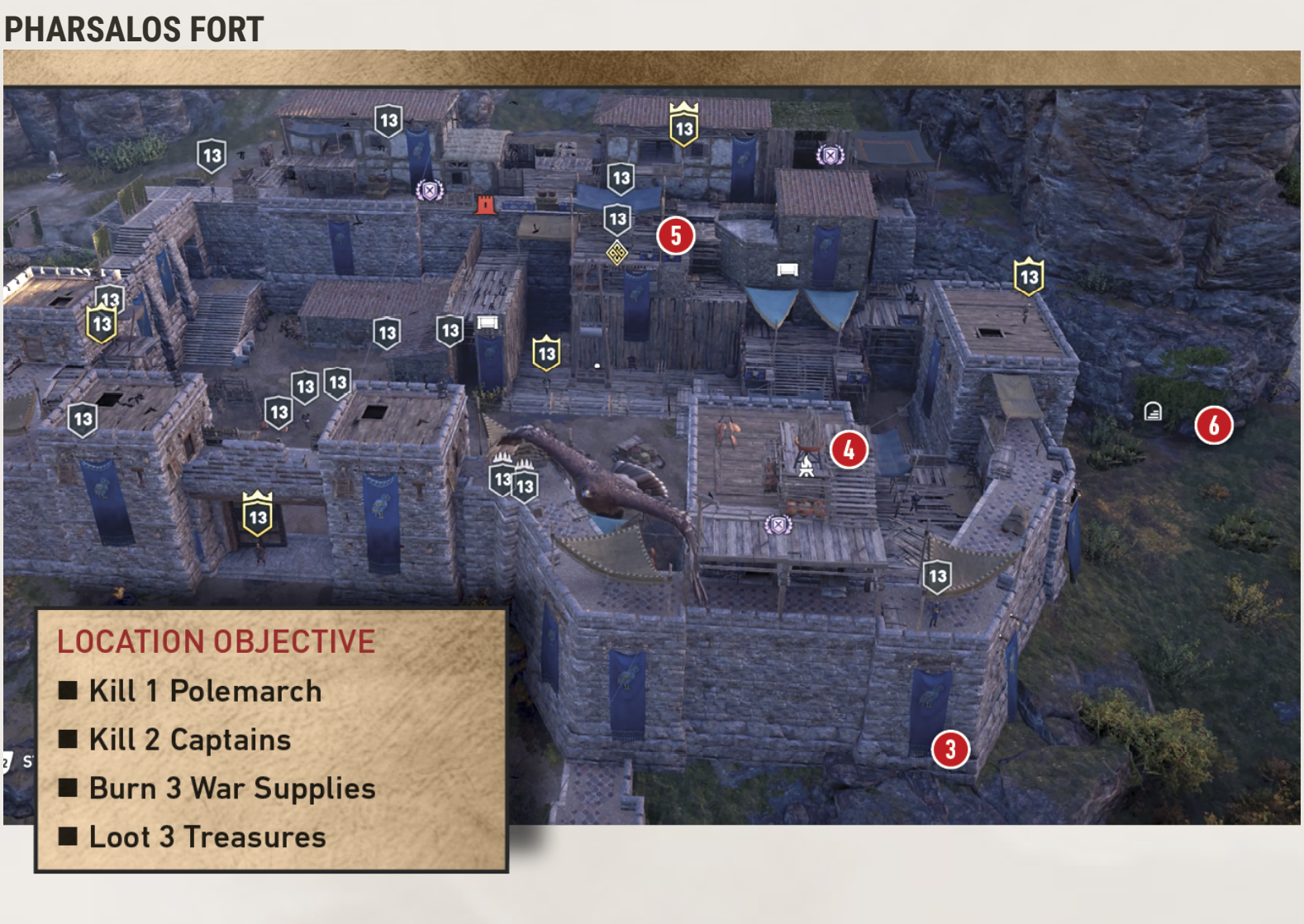
PREREQUISITE: Complete *The Wolf's Fate* and *The Truth Will Out*

UNLOCKS: Completing *The Truth Will Out* and *Snake in the Grass* unlocks *The Serpent's Lair*

STORY: Nikolaos had ominously warned you about snakes in the grass. So when Elpenor tried to kill you in Pilgrim's Landing, he finally shed his skin and revealed his deceitful and deadly nature.

Assassinate Elpenor

PHARSALOS FORT


5
4
6
3
LOCATION OBJECTIVE
■ Kill 1 Polemarch
■ Kill 2 Captains
■ Burn 3 War Supplies
■ Loot 3 Treasures

Elpenor **(2)** is thought to be inside the Pharsalos Fort's restricted zone. Might as well take out a location objective while killing Elpenor for his robes and mask. Leave the Oracle's house **(1)** and travel north. Use Ikaros to locate Elpenor and tag everything in the fort.

Snake in the Grass
Assassinate Elpenor
+111 XP

A tunnel **(6)** beside the fort leads to a watery entrance into the fort and places you inside on the lower floor of where Elpenor **(5)** hangs out when he's undisturbed.

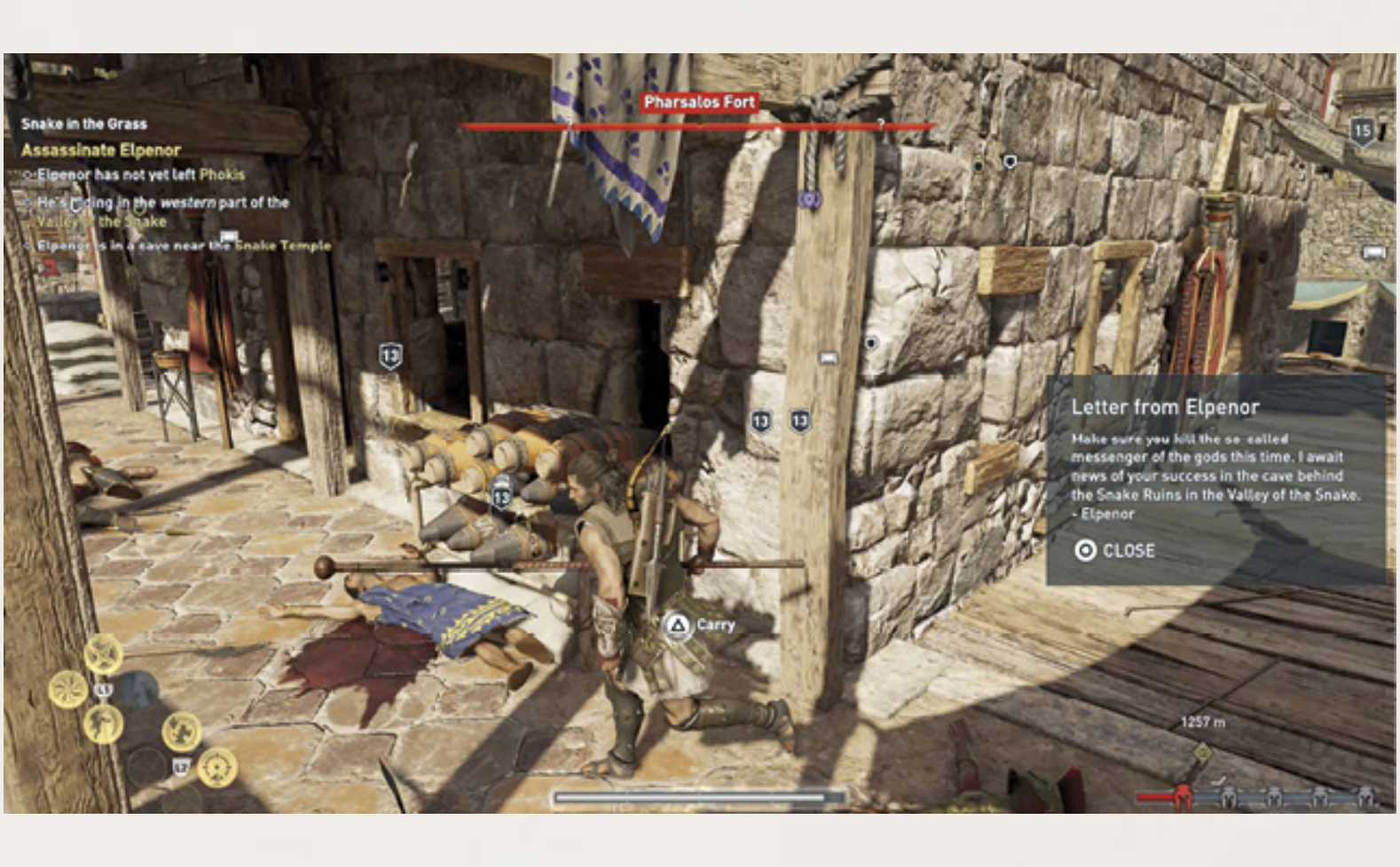
Pharsalos Fort
Snake in the Grass
Set Trap

But it may be smarter to start by climbing the closest wall **(3)** between you and the brazier **(4).** Climb walls and avoid detection to set the trap first thing.

Methodically kill the guards on the highest towers and the loners to get to Elpenor **(5)**, who is being tagged by the objective marker. So this marker moves with him on patrol. Blow your stealth cover and he'll seek you out.

Find Elpenor

After putting Elpenor down you discover he was a decoy. Elpenor will be in the cave entrance behind the Snake Ruins in the Valley of the Snake. Complete the location objectives and then take off after Elpenor in the cave entrance near the Snake Temple **(6)**.


Snake in the Grass
Assassinate Elpenor
Pharsalos Fort
Carry
1257 m

Letter from Elpenor

Make sure you kill the so-called messenger of the gods this time. I await news of your success in the cave behind the Snake Ruins in the Valley of the Snake.
- Elpenor

CLOSE

Assassinate Elpenor

Now you must find the real Elpenor. The objective marker is to the southeast **(7)**. If you've synchronized there you can fast-travel to Satyr's Respite in Valley of the Snake.

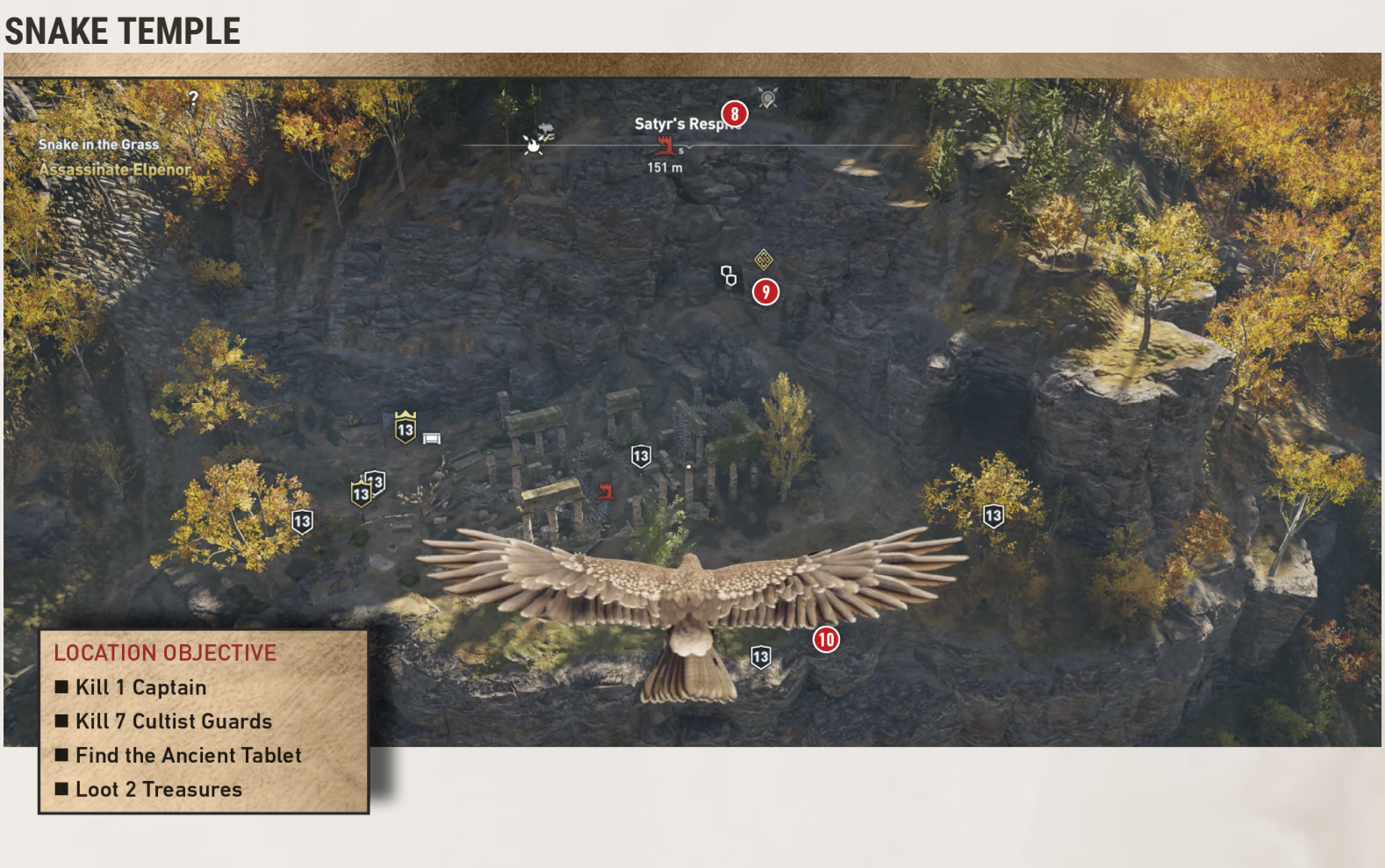
After using Ikaros to locate Elpenor hiding in a cave **(9)**, tag all the points of interest in the Snake Temple. Start from the hilltops **(8)** and come down on the two cultist guards at the cave entrance **(9)**. Make it so your gear enhances your Warrior ability and then drop-assassinate one and demolish the other.

Snake in the Grass
Assassinate Elpenor
Snake Temple
Show Location Objectives
Knock Out
Assassinate

Consider clearing the Snake Temple (exterior) before heading into the cave in case the fight with Elpenor spills outside the cave. This way he will not get assistance. Follow the shallow cave to the end and you find Elpenor hiding in a cavern. It's difficult to sneak in a stealthy attack of any type—except a single arrow shot. He sees you coming and from then on it's all about using Warrior tactics.

Snake in the Grass
Assassinate Elpenor
Snake Temple
Show Location Objectives
927

SNAKE TEMPLE


Satyr's Respite
8
9
10
LOCATION OBJECTIVE
■ Kill 1 Captain
■ Kill 7 Cultist Guards
■ Find the Ancient Tablet
■ Loot 2 Treasures

Acquire a Disguise from Elpenor

When Elpenor goes down, inspect his body. Talk to him. This unlocks The Serpent's Lair quest in the Beware the Snakes quest line. You gain his scaled torso armor. Keep this one a while and upgrade it until something better comes along. You also collect a artifact fragment and a Cult of Kosmos ceremonial outfit. Complete the Snake Temple location objectives before you leave the area.

Killing me is a mistake.

PHOKIS

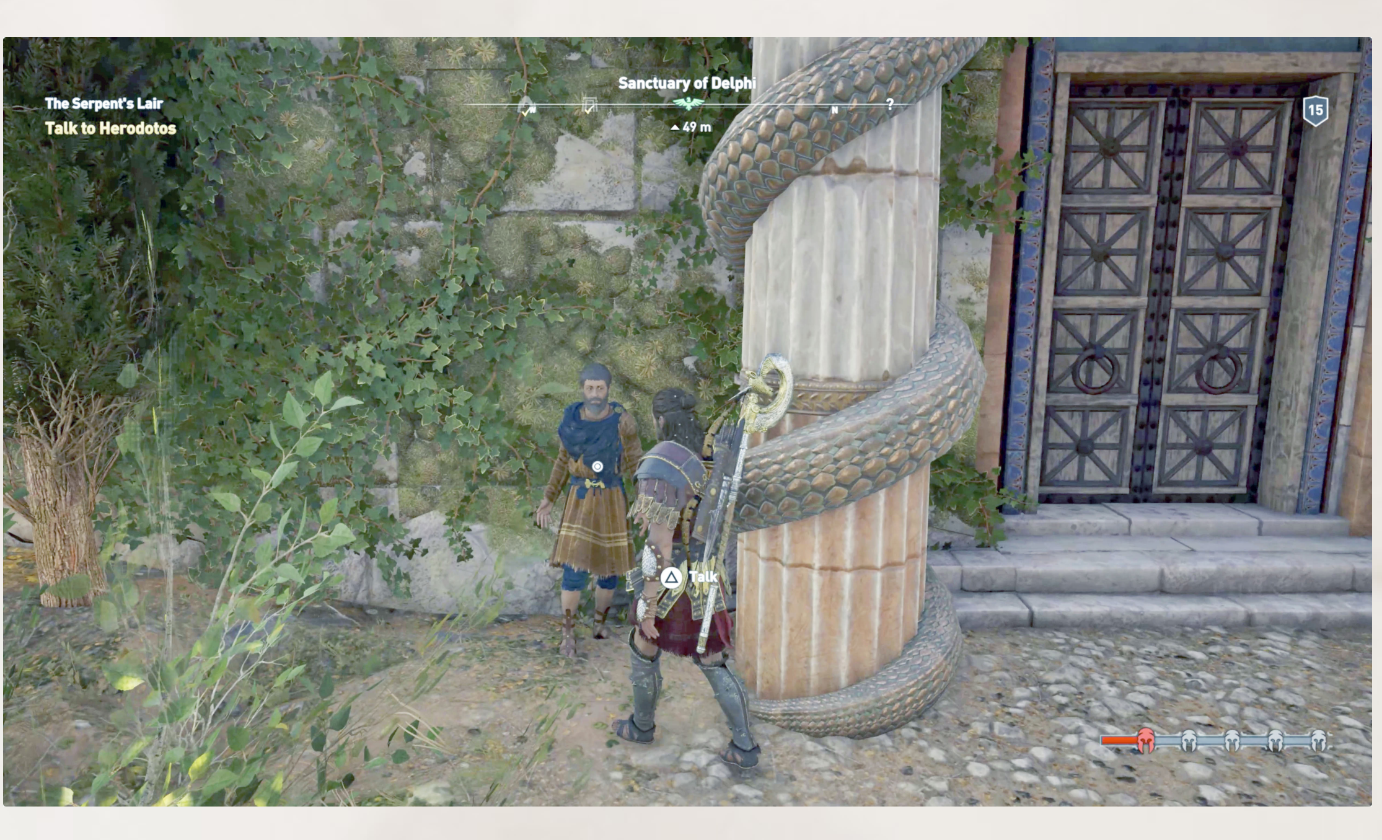
BEWARE THE SNAKES

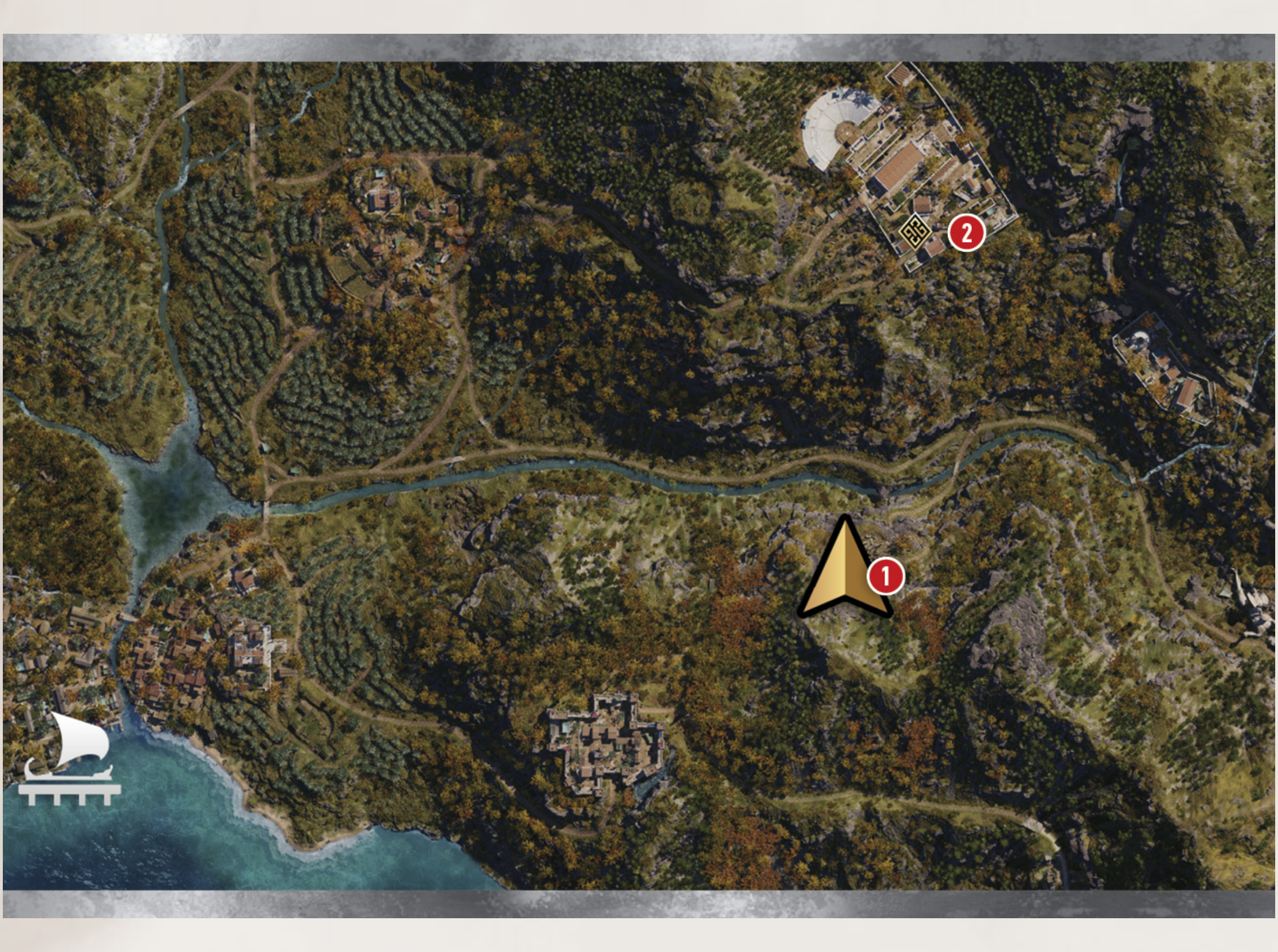
THE SERPENT'S LAIR

TALK TO HERODOTOS

BOULEUTERION OF DELPHI

From the Snake Temple **(1)**, you can find Herodotos **(2)** to the north near the Temple of Apollo but in the Bouleuterion of Delphi adjacent to it. He helps you into the cult meeting and suggests you leave all your weapons behind.


The Serpent's Lair
Talk to Herodotos
Sanctuary of Delphi
49 m
15
Talk



RECOMMENDED LEVEL: 15

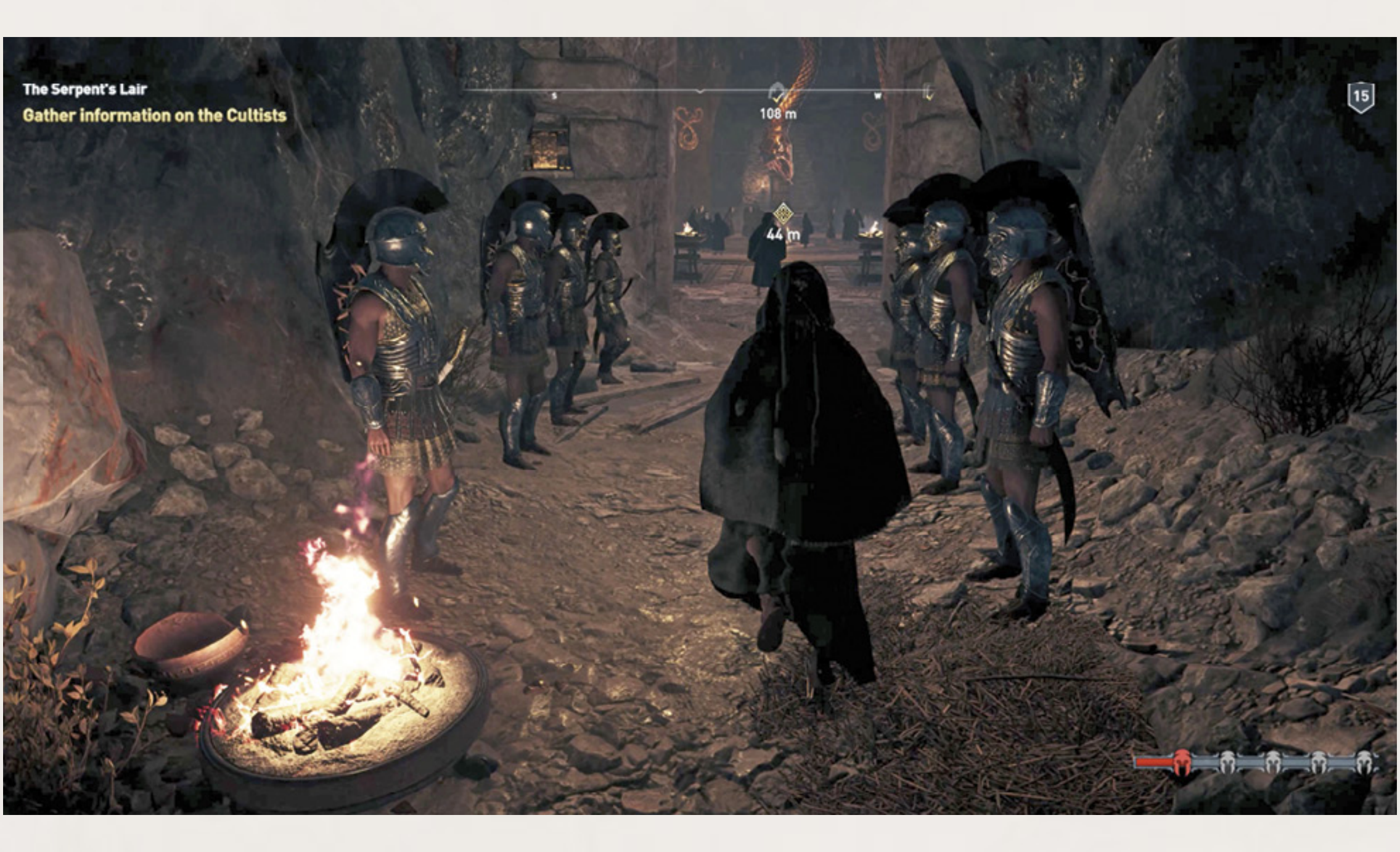
PREREQUISITE: Complete ***Snake in the Grass***

UNLOCKS: ***Memories Awoke***

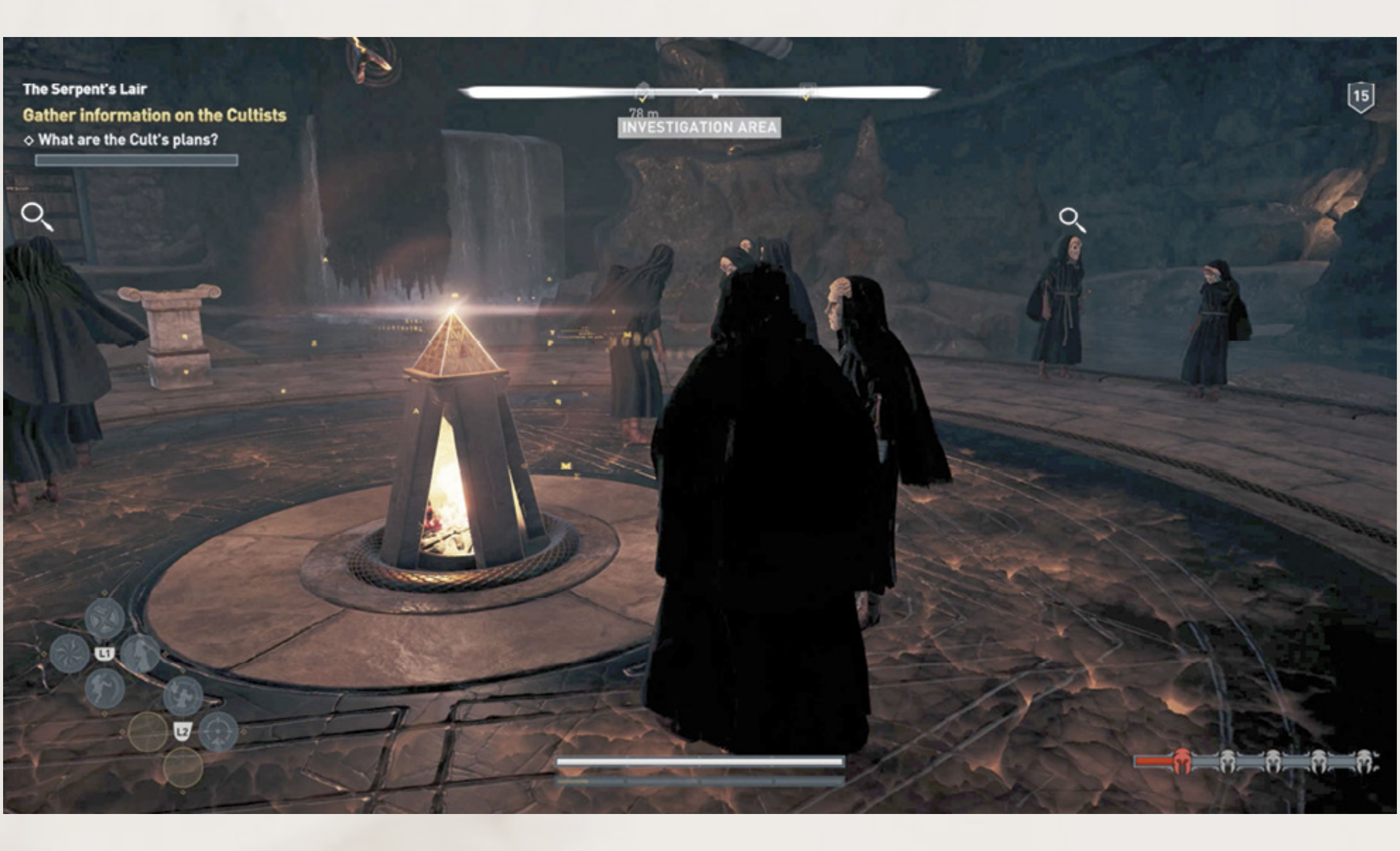
STORY: The Oracle revealed the secret meeting place of the mysterious Cult of Kosmos, and you can finally lift the veil they have drawn around their cause. The time has come to infiltrate.

GATHER INFORMATION ON THE CULTISTS

Head down the stairs to the bottom of the Temple of Apollo. Follow the tunnel until you enter the ceremonial room. The disguise works. Don't blow it. Ask the recruit about the other people here and the identity of the cultist Deimos. And then just say **"Thank you"** to end the conversation.


The Serpent's Lair
Gather information on the Cultists
108 m
44 m
15

Approach the middle of the cavern and, working in a counterclockwise direction, talk to the couple of cultists with the magnifying glass above their heads on the right.


The Serpent's Lair
Gather information on the Cultists
What are the Cult's plans?
INVESTIGATION AREA
15

Conversation with the Cultists

They argue over who in your family should be hunted and you can answer **"The Father," "The Mother,"** or **"Neither."**

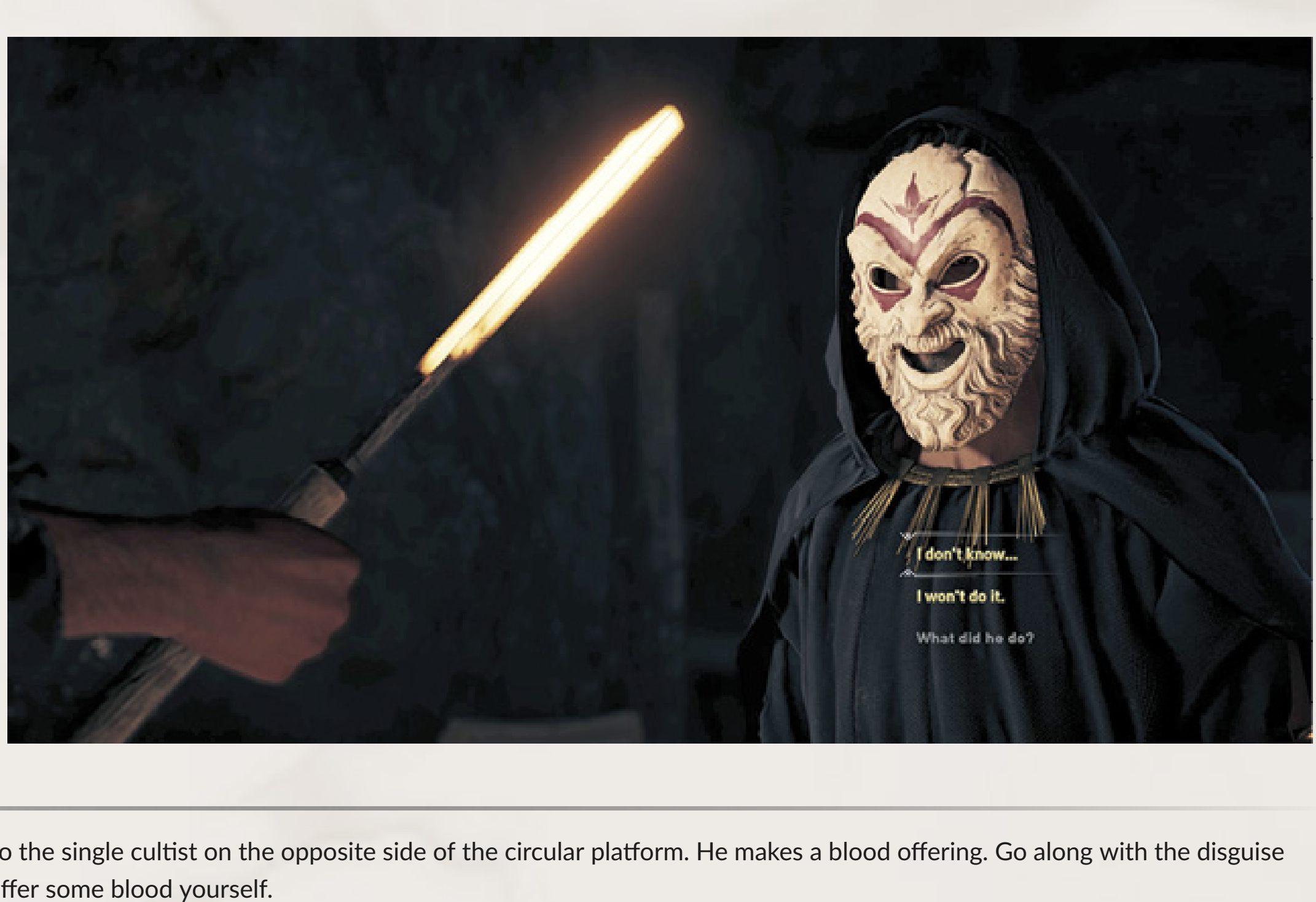
The father.
The mother.
Neither.

Walk across the stepping stones behind the two cultists you just talked to and enter the cave to find a torture scene taking place. A cultist is torturing another. He catches you watching and asks you to brand the victim.

Conversation with the Cultist Torturer

You can choose **"I don't know," "I won't do it,"** or **"What did he do?"**

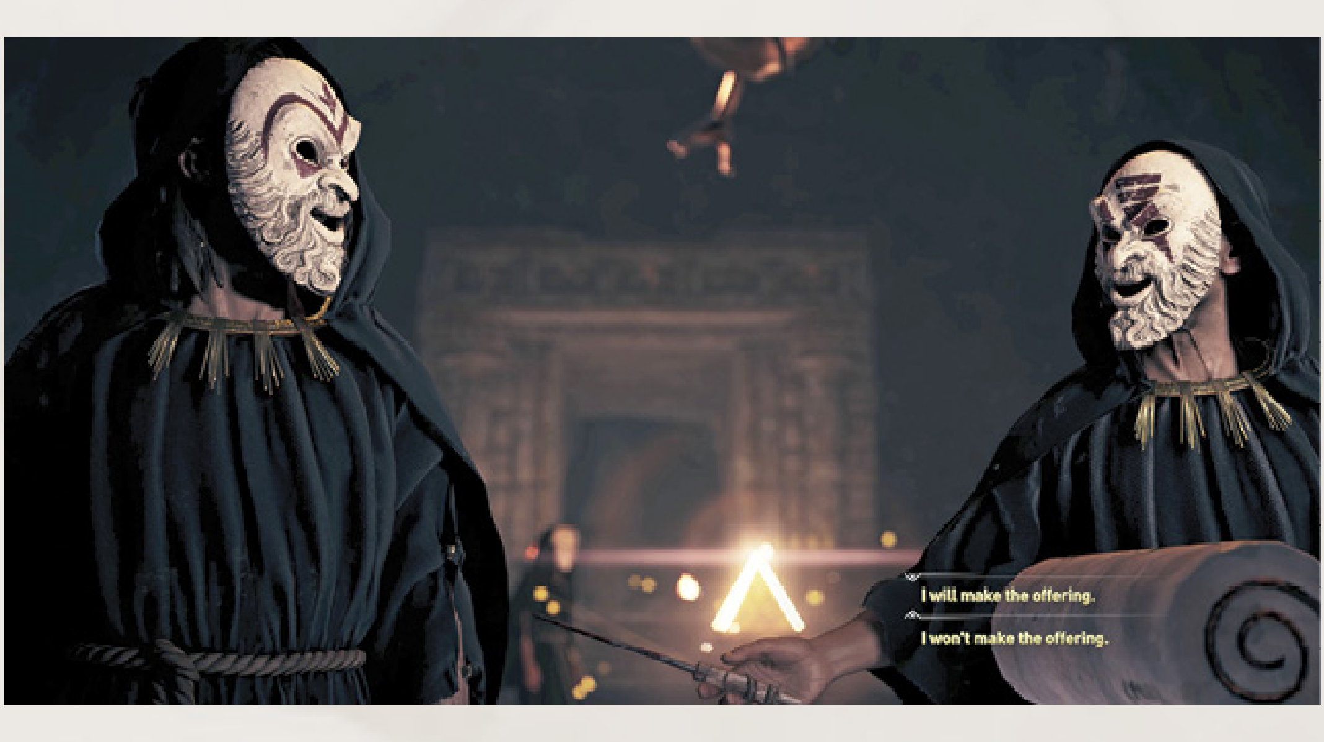
The next choice allows you to tell him **"I'll do it," "You do it,"** or **"I won't do it."** You can prove your loyalty and burn the man's arm without raising your bounty or just let the torturer do it. Afterward you get another mysterious object (quest item) and finish all the clues.

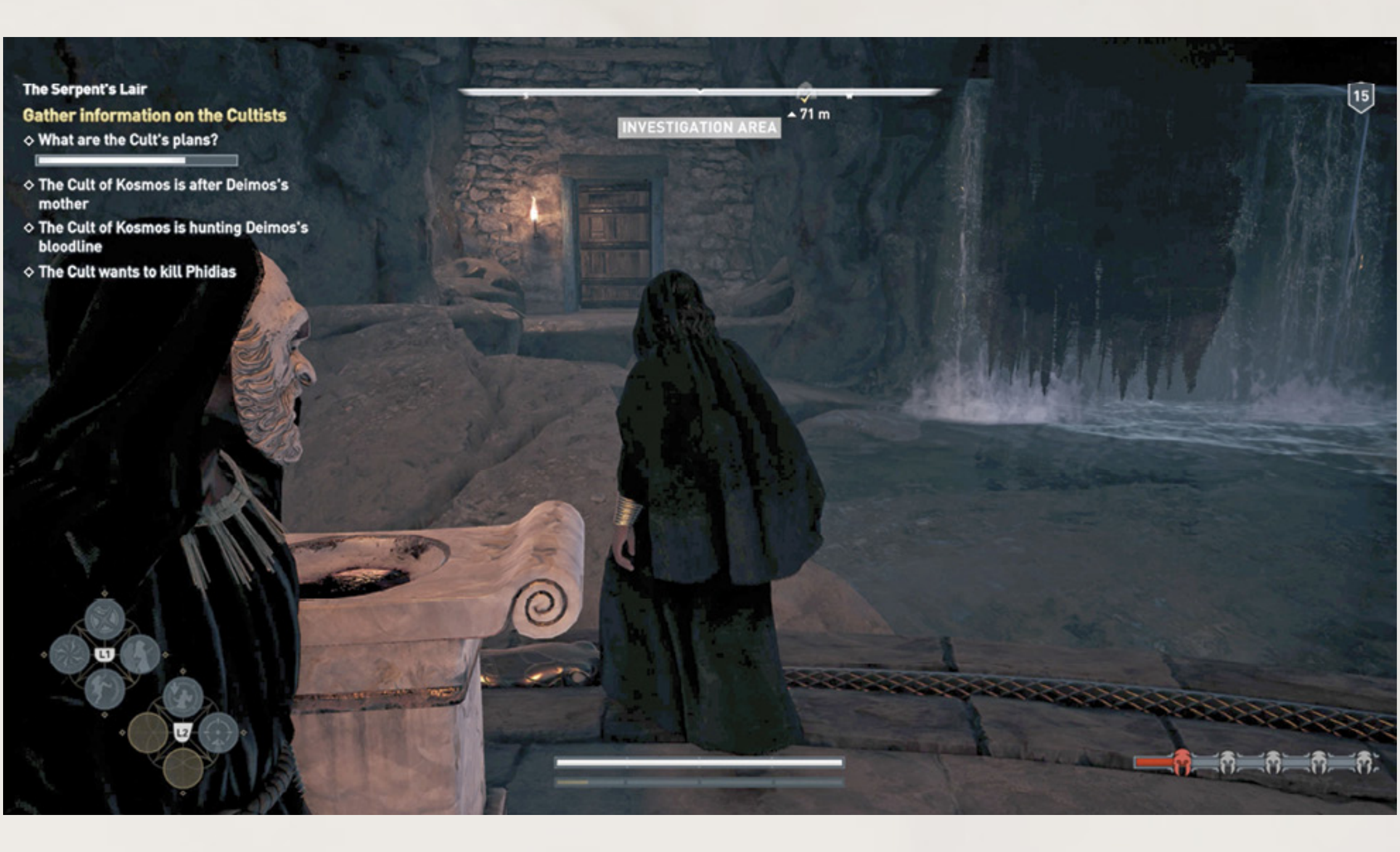

I don't know...
I won't do it.
What did he do?

Talk to the single cultist on the opposite side of the circular platform. He makes a blood offering. Go along with the disguise and offer some blood yourself.

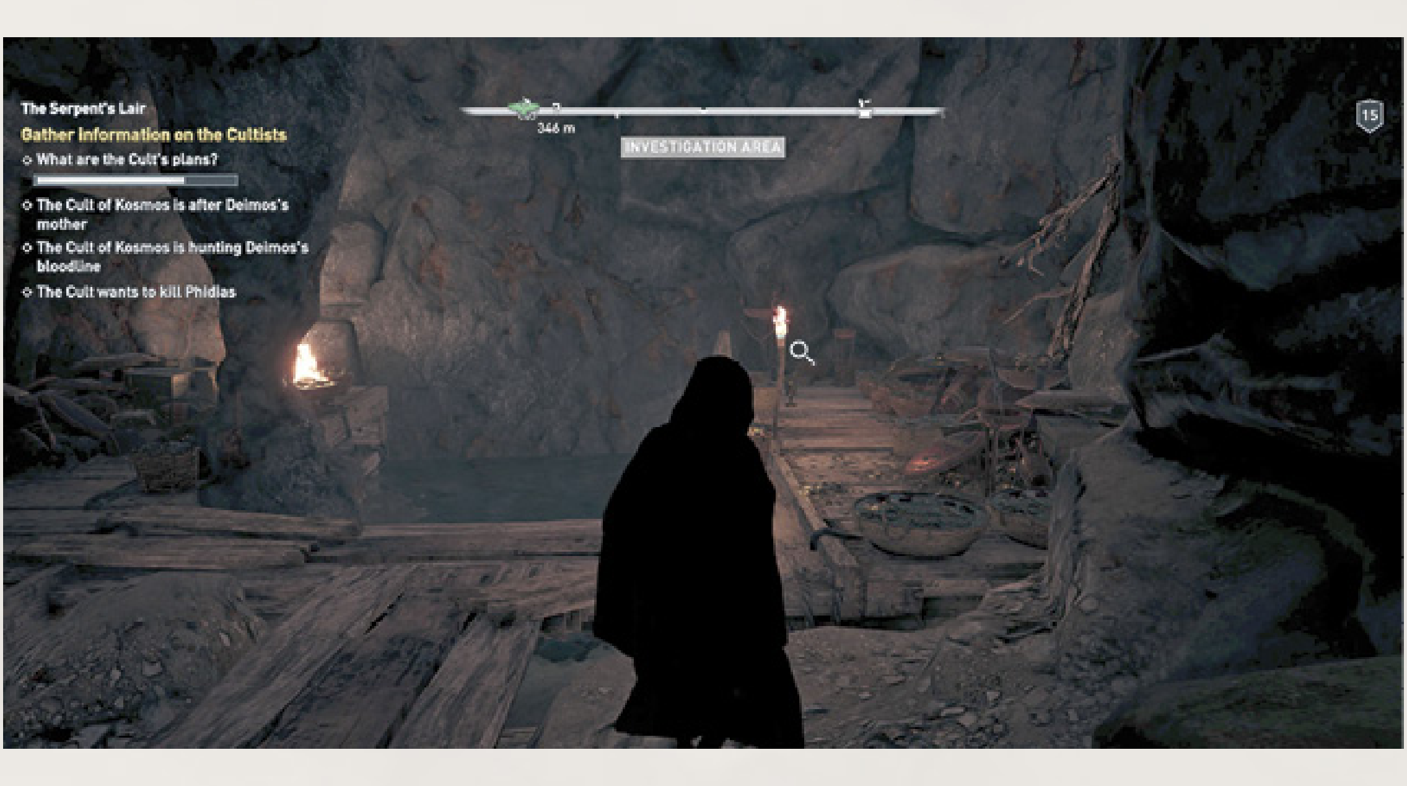
Conversation with the Blood-Offering Cultist

Make your decision about the offering. Afterward you can ask this guy about what would happen to your mother if caught, or where she is, or ask about the identity of Deimos. You can end the conversation with **"We're done here."**


I will make the offering.
I won't make the offering.


The Serpent's Lair
Gather information on the Cultists
What are the Cult's plans?
The Cult of Kosmos is after Deimos's mother
The Cult of Kosmos is hunting Deimos's bloodline
The Cult wants to kill Phidias
INVESTIGATION AREA
71 m
15

Listen to the conversation through the door that's ajar at the end of the short path behind the cultist you just talked to.


The Serpent's Lair
Gather information on the Cultists
What are the Cult's plans?
The Cult of Kosmos is after Deimos's mother
The Cult of Kosmos is hunting Deimos's bloodline
The Cult wants to kill Phidias
346 m
INVESTIGATION AREA
15

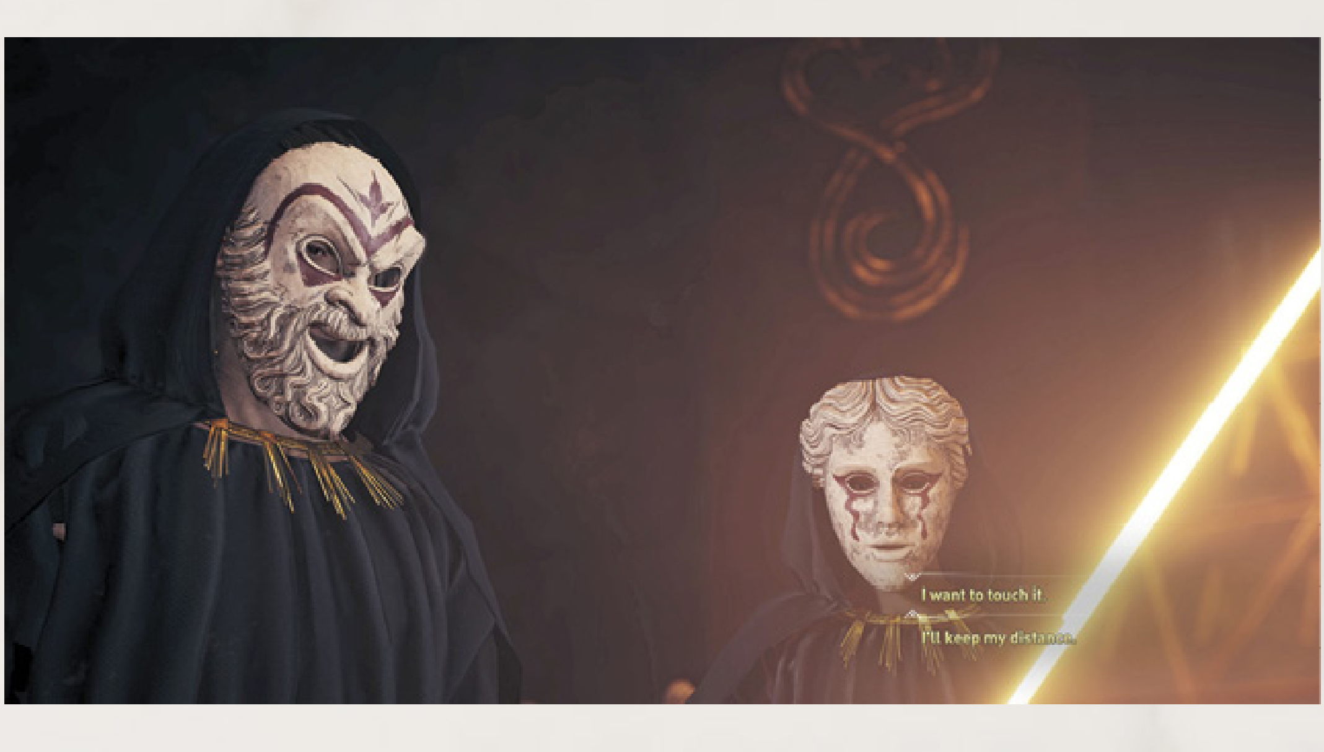
Follow the circular platform counterclockwise from that last cultist and follow the next watery path through some falls and into a cavern with another clue. Find the clue in the far back right corner near the water pit. You receive three mysterious objects (quest items) and cultist letters.

PLACE THE FRAGMENT ON THE ARTIFACT

Return to the central platform heading toward the objective marker. Interact with the artifact in the middle of the room.

Conversation with First Cultist

The lady who greeted you when you entered approaches you after the object has been placed in the appropriate space. She asks if it calls to you like it does to her. You can answer **"I want to touch it"** or **"I'll keep my distance"** with each answer causing different reactions. Next, answer her question about pride with **"Of course"** or **"I can't."** Your choices lead you to the same shocking scene that follows.

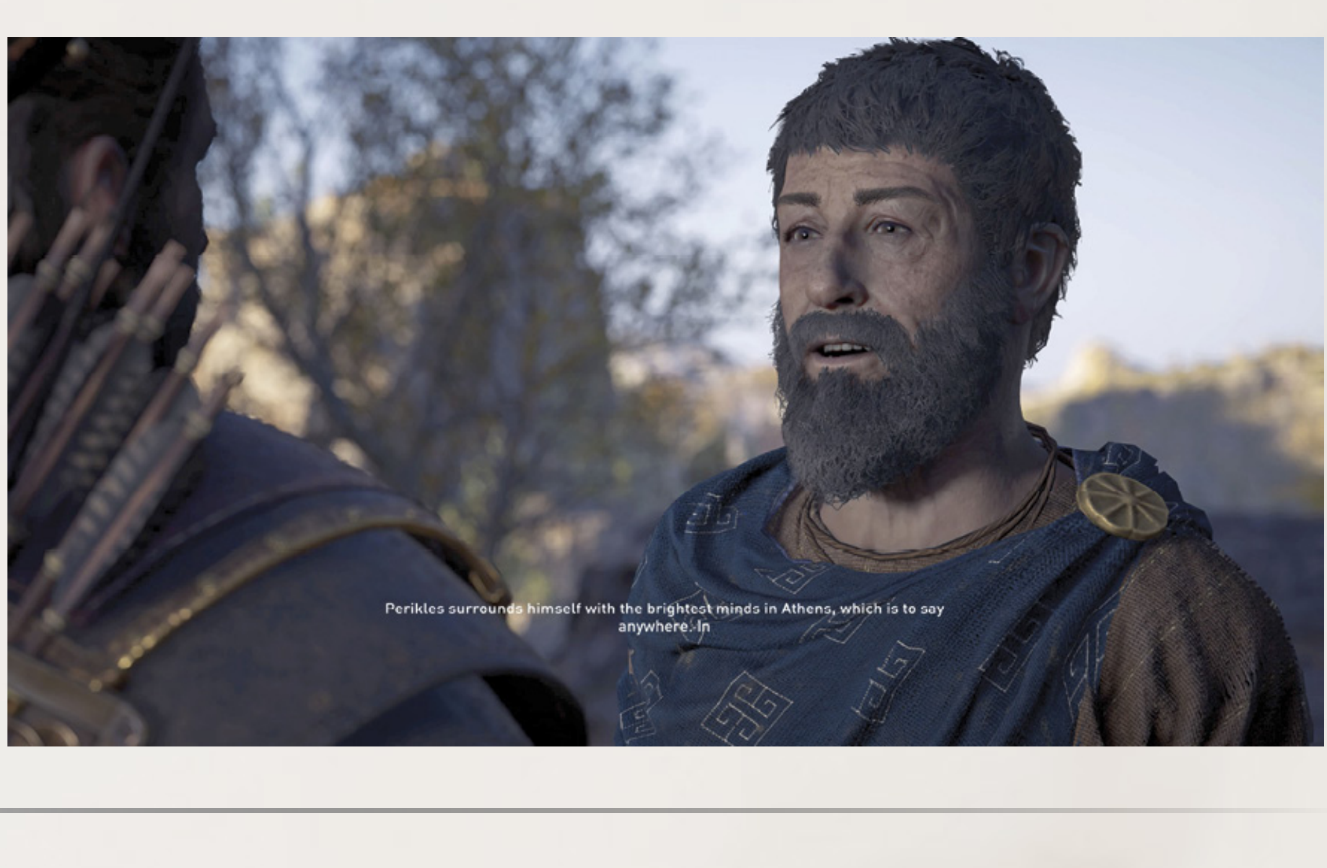

I want to touch it
I'll keep my distance.

Deimos comes crashing in with Elpenor's head in hand. When Deimos finally picks you out of the crowd to test the truth—using the artifact—a vision from your childhood is shared by only the two of you simultaneously. You reconnect, and Deimos sets you free without blowing your cover, beating a cultist to death with bare hands to make the others believe that cultist was the spy and not you.

Conversation with Herodotos

The Cult controls everything.
The Cult has an army.
The Cult is after my mother.

Outside you reconnect with Herodotos, choosing from a selection of incomplete truths in your conversation. You then tell him about Deimos. The discussion then moves to Perikles. You can answer **"Perikles is a great general"** or **"Perikles is the leader of democracy."** He believes he is working to end the war and you need his help. Herodotos wants to go to Perikles now. You can answer **"It's too late"** or **"I'm only worried about my mother."** Herodotos will track down leads on your mother while in Athens. You are to go to Thermopylae first.

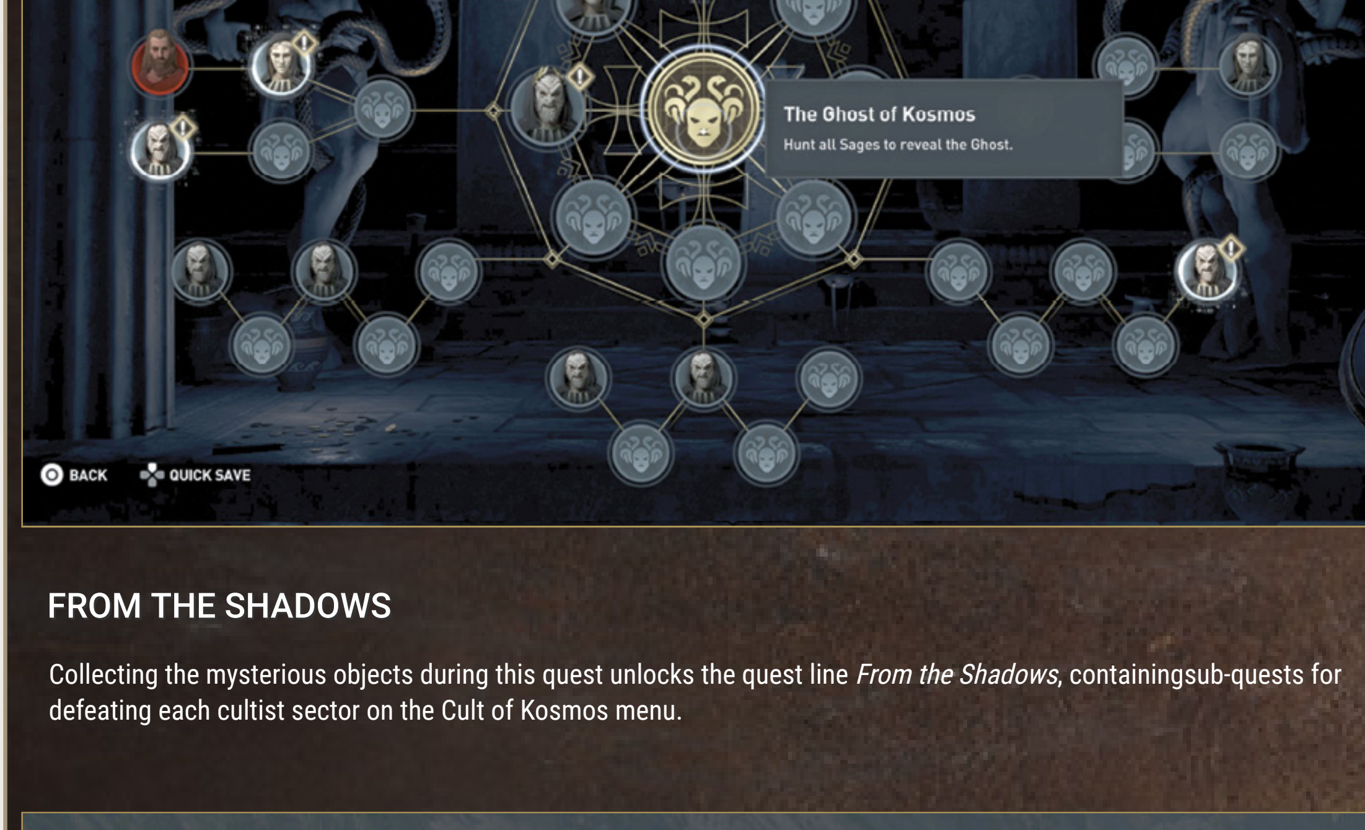

Perikles surrounds himself with the brightest minds in Athens, which is to say anywhere. In

UPGRADE YOUR SPEAR

You can upgrade the spear as soon as you get the artifact back from Deimos in The Serpents Lair. We explain at the end of the next quest; no need to travel so far just yet.

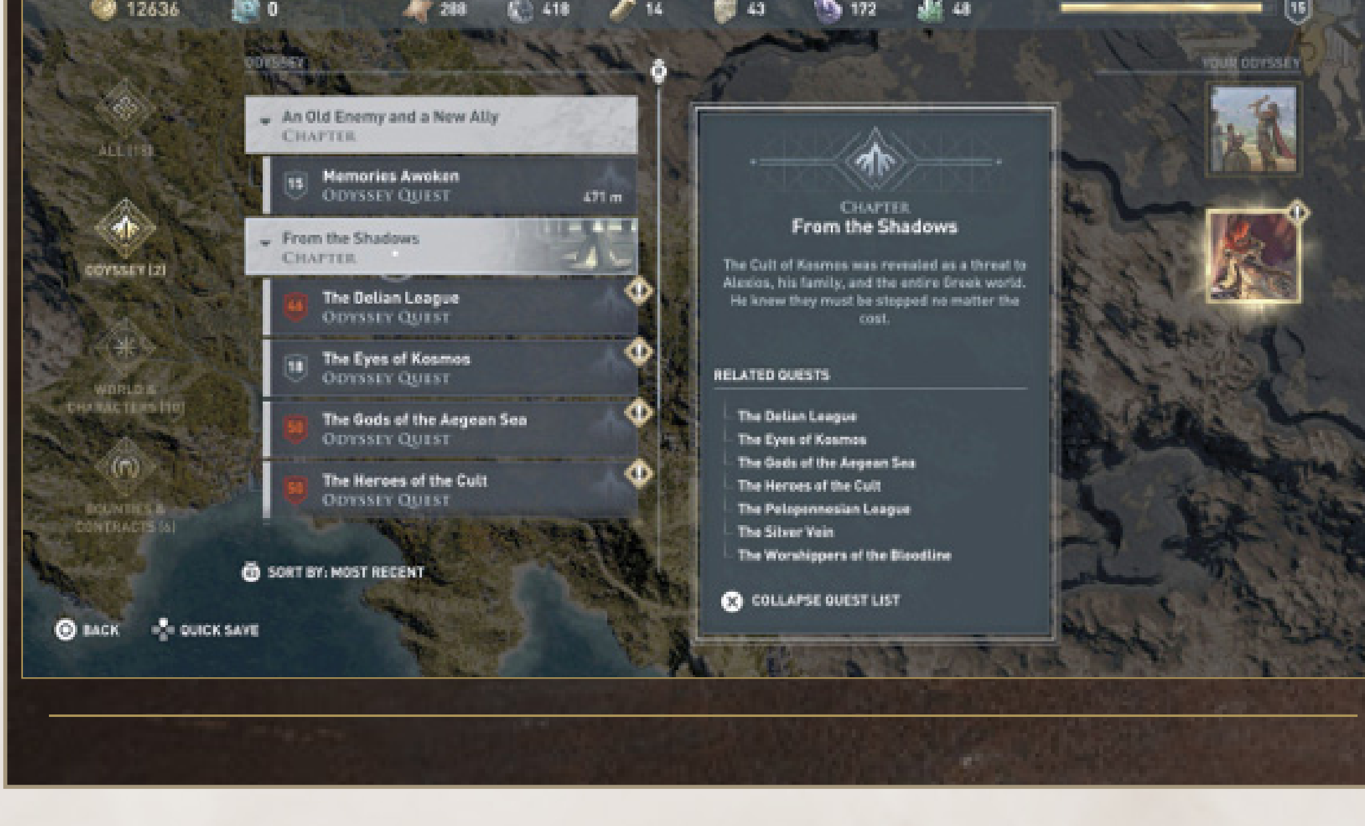
CULT OF KOSMOS

The Cult of Kosmos tracking menu unlocks in the Pause menu. It gives you all the information on every cultist whose identity has been revealed. Unveil all that you can now. The cultists that have been killed are highlighted in red. Hunt down and eliminate clusters of cultists while acquiring **artifact fragments**. Artifact fragments allow you to upgrade the Spear of Leonidas, letting you further upgrade you Abilities.


MAIN MENU
Map
Quests
Inventory
Abilities
Ship
Mercenaries
Cultists
STORE
The Ghost of Kosmos
Hunt all Sages to reveal the Ghost.
BACK
QUICK SAVE

FROM THE SHADOWS

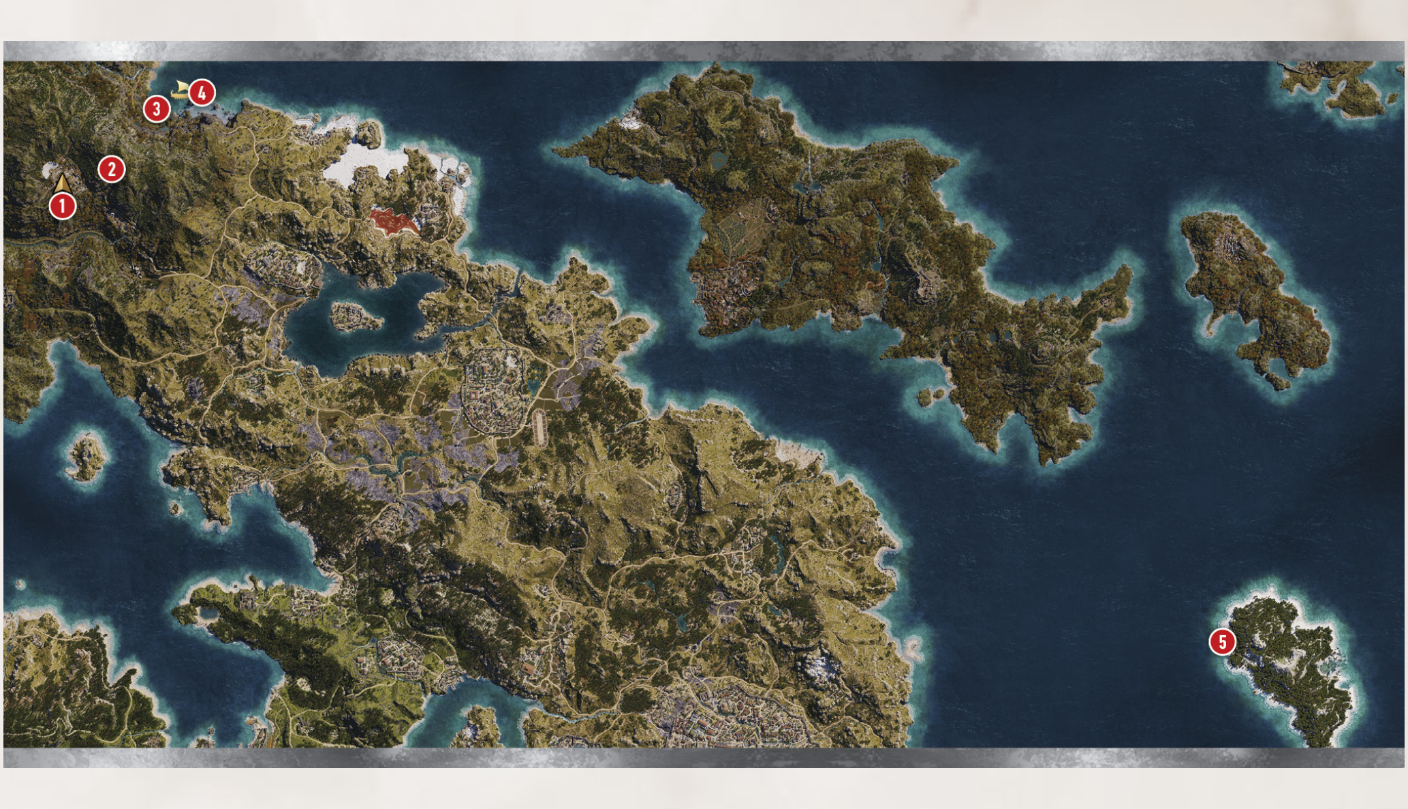
Collecting the mysterious objects during this quest unlocks the quest line *From the Shadows*, containingsub-quests for defeating each cultist sector on the Cult of Kosmos menu.


MAIN MENU
Map
Quests
Inventory
Abilities
Ship
Mercenaries
Cultists
STORE
12636
0
288
418
14
43
172
48
15
ODYSSEY
ALL (11)
ODYSSEY (2)
WORLD & CHARACTERS (10)
BOUNTIES & CONTRACTS (6)
An Old Enemy and a New Ally
CHAPTER
Memories Awoken
ODYSSEY QUEST
471 m
From the Shadows
CHAPTER
The Delian League
ODYSSEY QUEST
The Eyes of Kosmos
ODYSSEY QUEST
The Gods of the Aegean Sea
ODYSSEY QUEST
The Heroes of the Cult
ODYSSEY QUEST
SORT BY: MOST RECENT
CHAPTER
From the Shadows
The Cult of Kosmos was revealed as a threat to Alexios, his family, and the entire Greek world. He knew they must be stopped no matter the cost.
RELATED QUESTS
The Delian League
The Eyes of Kosmos
The Gods of the Aegean Sea
The Heroes of the Cult
The Peloponnesian League
The Silver Vein
The Worshippers of the Bloodline
COLLAPSE QUEST LIST
YOUR ODYSSEY
BACK
QUICK SAVE

PHOKIS

AN OLD ENEMY AND NEW ALLY

MEMORIES AWOKEN



RECOMMENDED LEVEL: 14

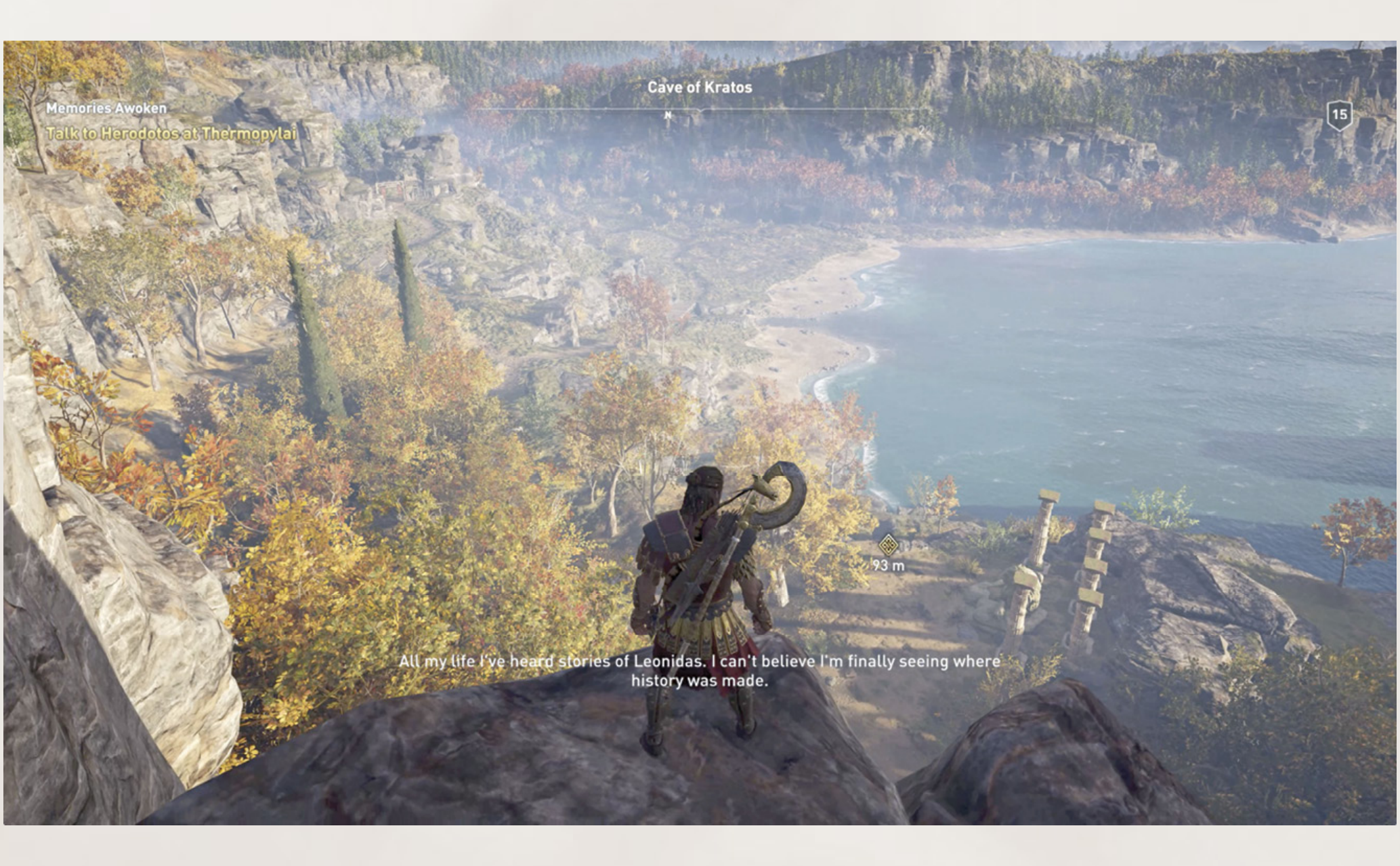
PREREQUISITE: Complete ***The Serpent's Lair***

UNLOCKS: ***Welcome to Athens*** **and** ***Upgrade the Spear***

STORY: **From the moment he laid eyes on your spear, Herodotos knew it was special. Before you sail to Athens, Herodotos meets you at Thermopylae, where the blade last fell from King Leonidas's mighty hand.**

TALK TO HERODOTOS AT THERMOPYLAE

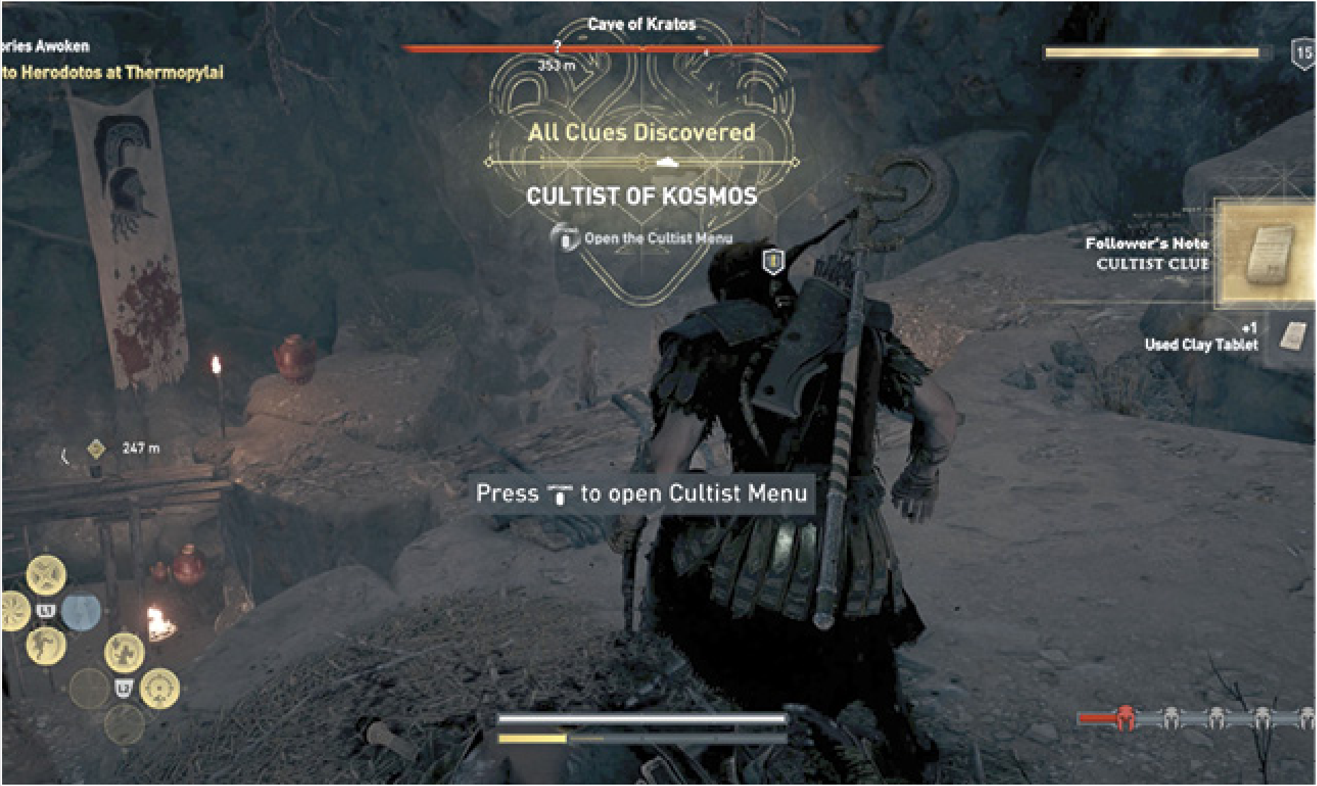
From the Bouleuterion of Delphi **(1)**, head northeast to find Herodotos at the monument where King Leonidas fell in Thermopylae **(3)** in Malis. Talk to Herodotos.


Memories Awoken
Talk to Herodotos at Thermopylai
Cave of Kratos
15
93 m

All my life I've heard stories of Leonidas. I can't believe I'm finally seeing where history was made.

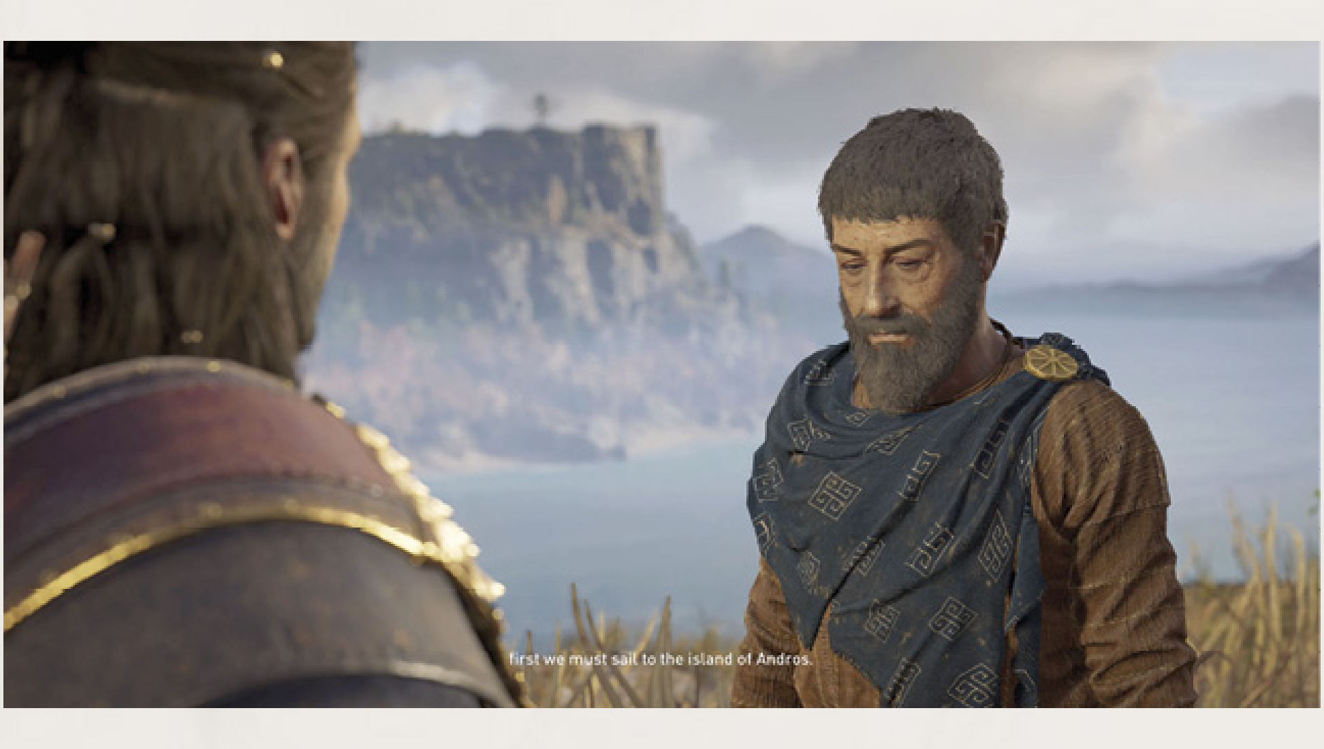
CAVE OF KRATOS: HARPALOS

Enter the nearby Cave of Kratos **(2)** and explore and complete that location objective. The cave exit is near Herodotos's location at the monument of King Leonidas. One of the enemies inside carries the **follower's note** (cultist clue) and allows you to reveal a cultist's identity in the Cultists menu: Harpalos.


Cave of Kratos
353 m
All Clues Discovered
CULTIST OF KOSMOS
Open the Cultist Menu
Follower's Note
CULTIST CLUE
+1
Used Clay Tablet
247 m
Press to open Cultist Menu
15

Conversation with Herodotos

You can spark the conversation by asking **"Tell me why we're here."** He touches the broken spear and sees an epic vision of Leonidas's final stand. Afterward you can talk to him about that Spartan battle, what happened to Leonidas, or the traitor. But to progress the story, ask **"You knew the spear would do that."** He suggests you seek out the peculiar structure on the island of Andros. It is said to belong to an advanced civilization. Ask him about these people or continue by selecting **"We sail to Andros."**

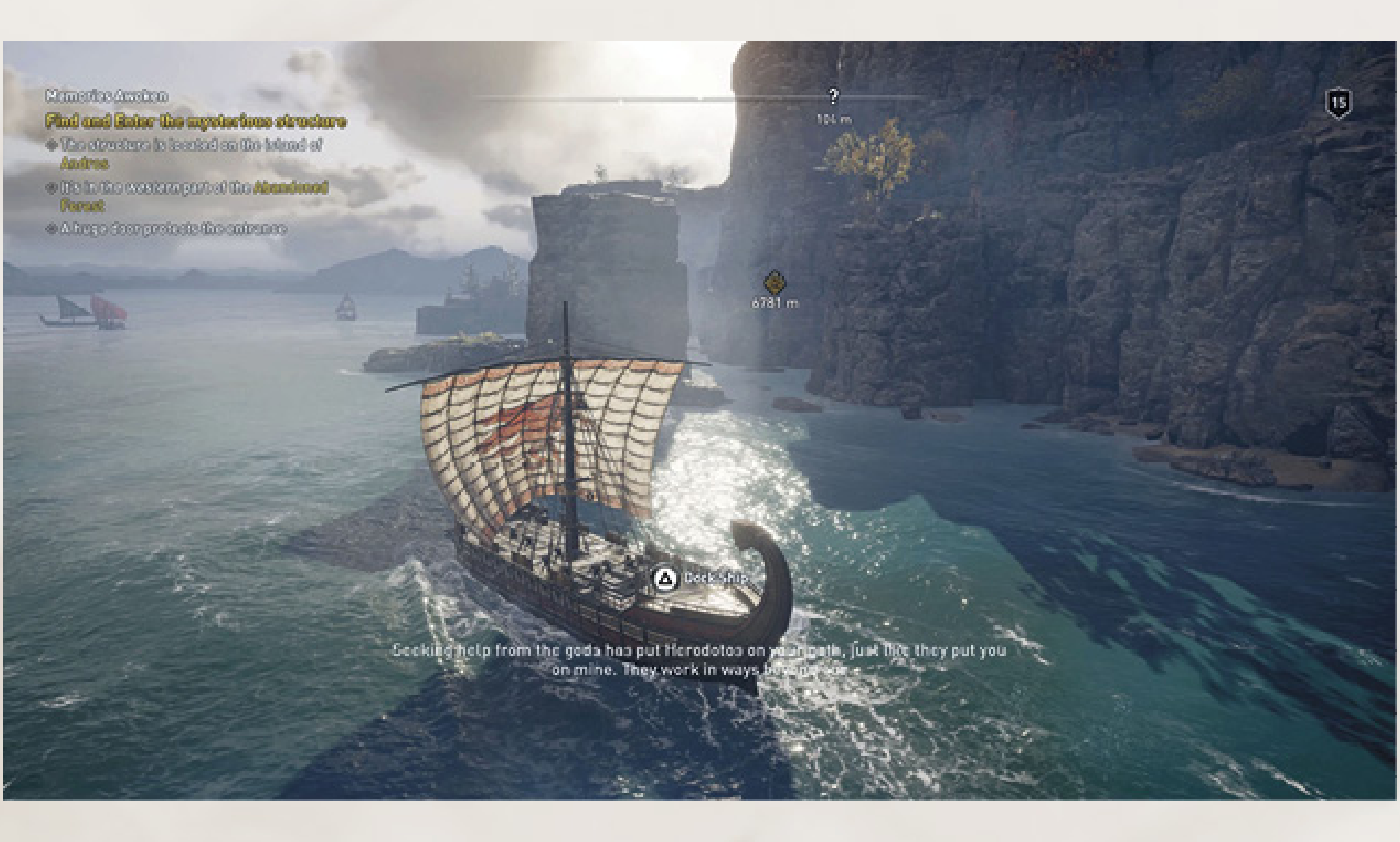


first we must sail to the island of Andros.

FIND AND ENTER THE MYSTERIOUS STRUCTURE

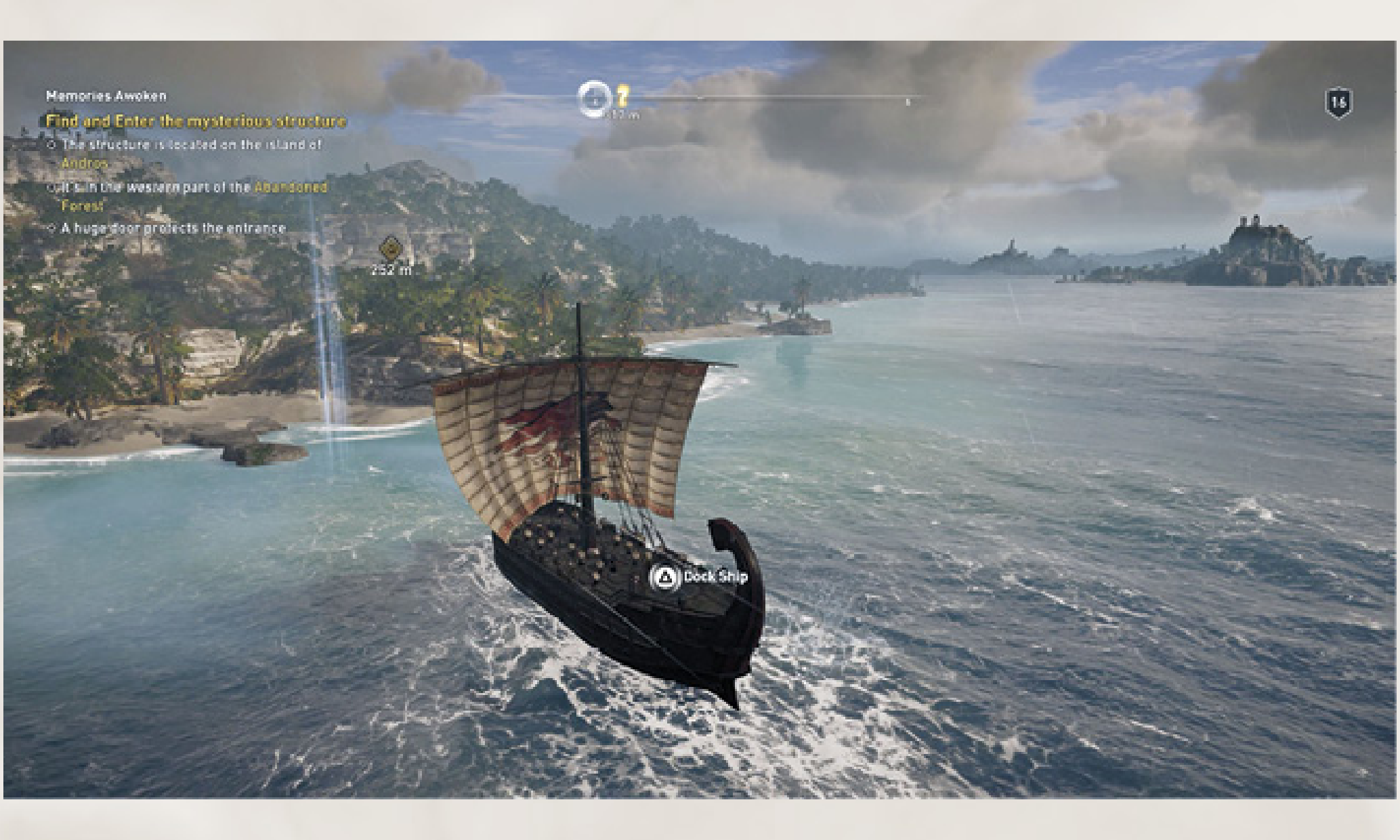
ISLAND OF ANDROS

You appear on the Adrestia **(4)** and Barnabas welcomes Herodotos aboard the ship. The distant marker **(5)** is 6,781 meters away. Enter travel speed to reach Andros soon. Take time for sea battles to further upgrade your ship.

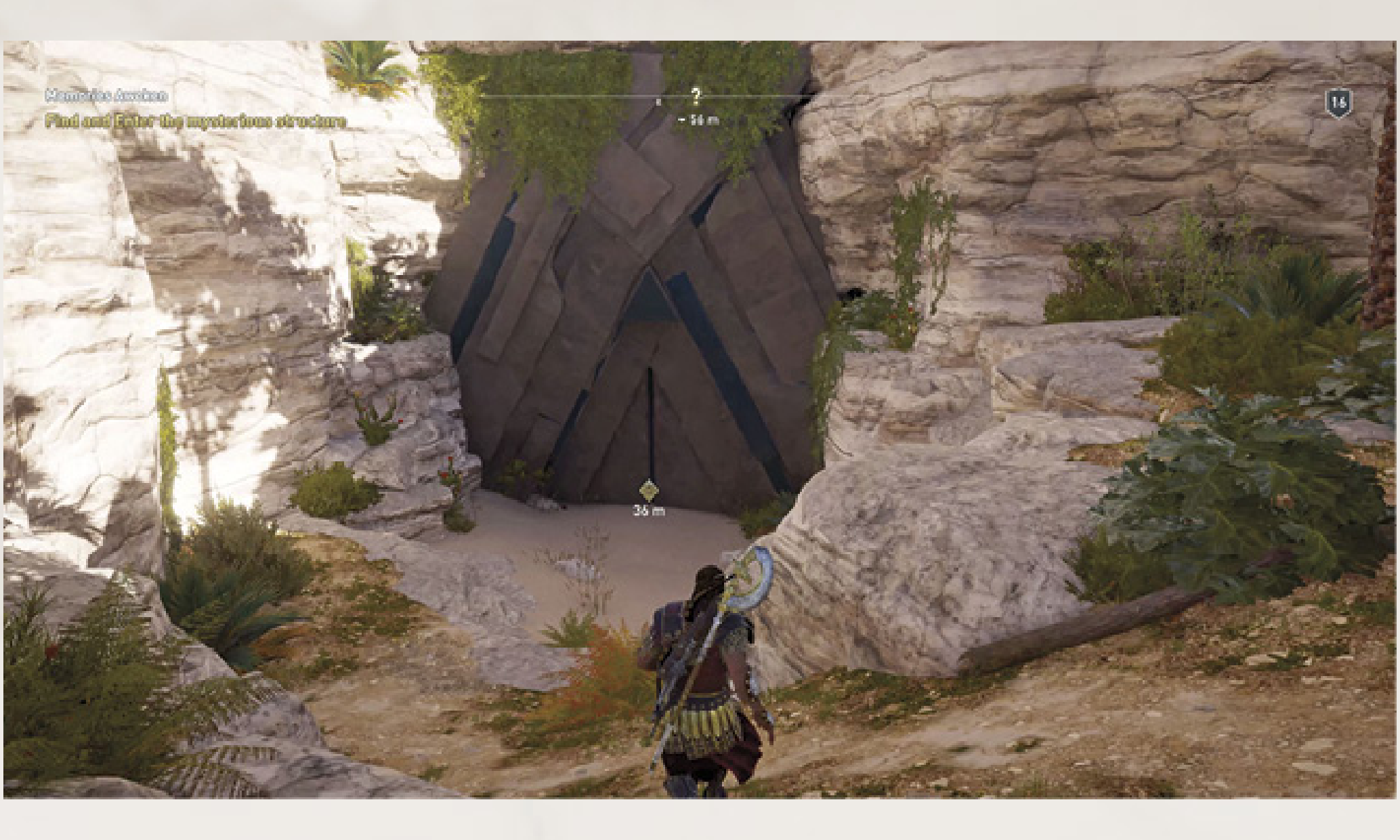

Memories Awoken
Find and Enter the mysterious structure
The structure is located on the island of Andros
It's in the western part of the Abandoned Forest
A huge door protects the entrance
104 m
6781 m
15
Dock Ship

Seeking help from the gods has put Herodotos on your path, just like they put you on mine. They work in ways beyond...

Dock the ship at Andros's shores **(5)** and send Ikaros up to locate the structure.


Memories Awoken
Find and Enter the mysterious structure
The structure is located on the island of Andros
It's in the western part of the Abandoned Forest
A huge door protects the entrance
252 m
16
Dock Ship

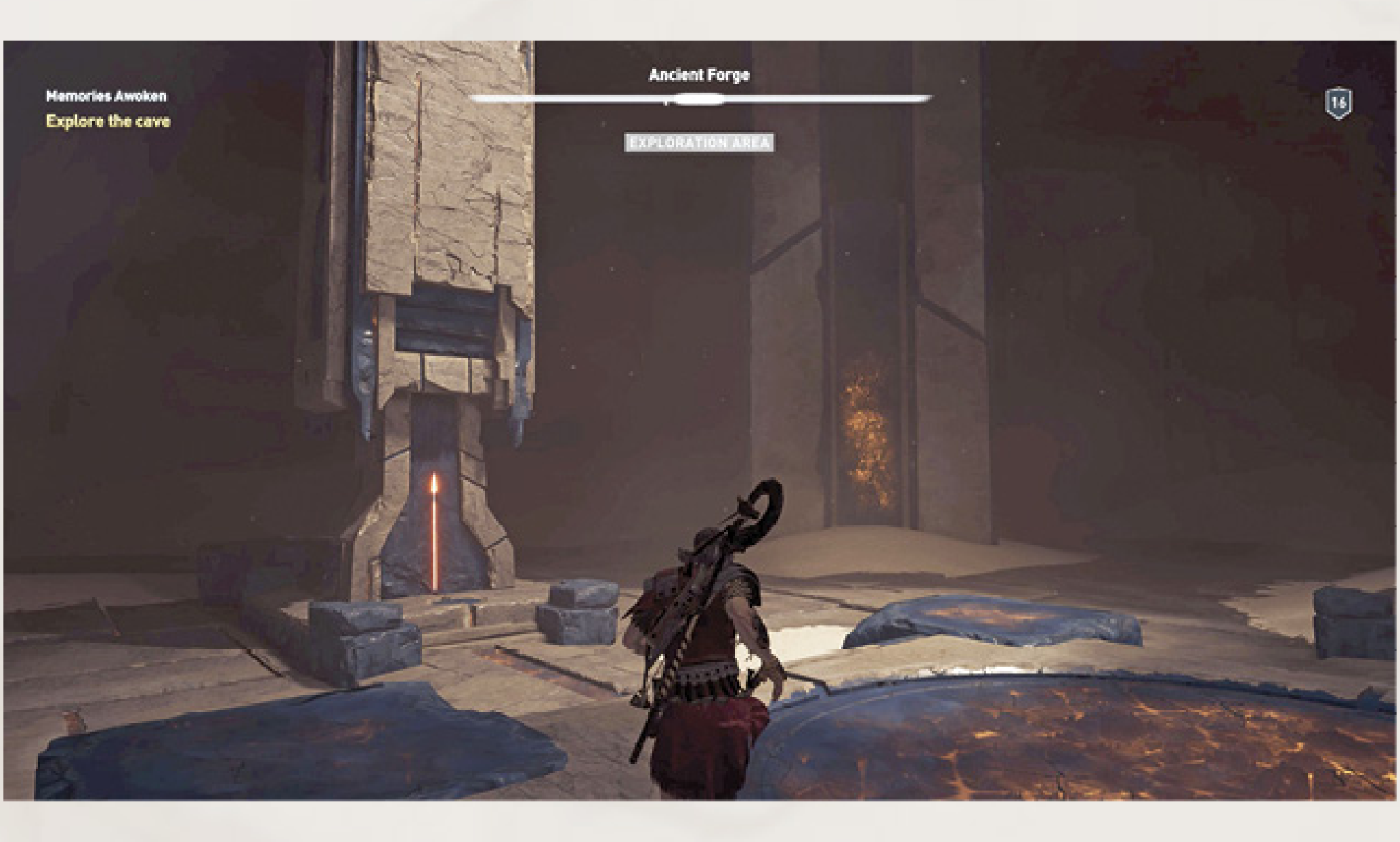
Enter the structure. You use the spear to gain entry but not before entering a dream about your mother from your childhood.


Memories Awoken
Find and Enter the mysterious structure
~56 m
36 m
16

EXPLORE THE CAVE

ANCIENT FORGE

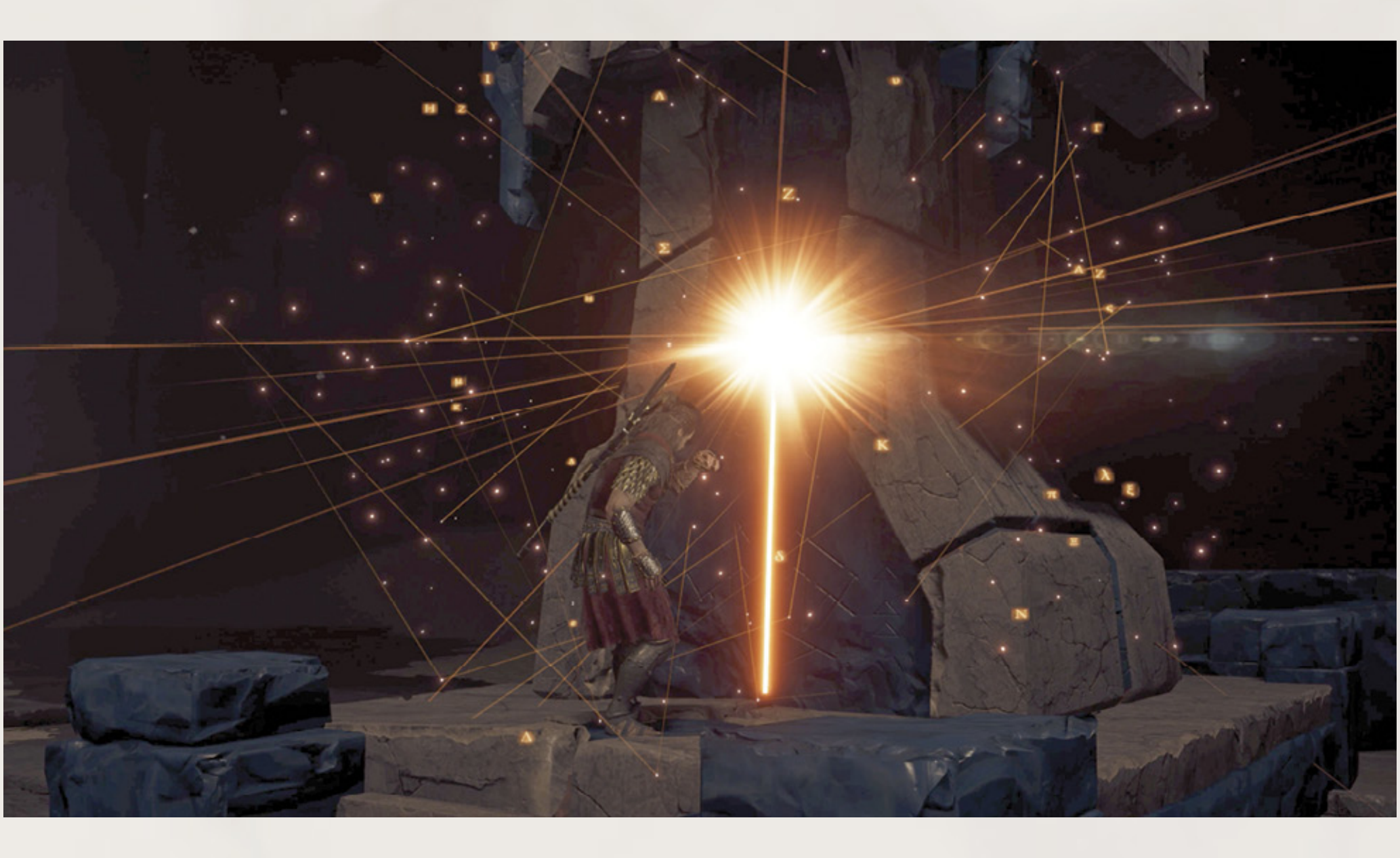
Once inside the ancient forge, head to the far end and approach the spear altar. Interact with it.


Memories Awoken
Explore the cave
Ancient Forge
EXPLORATION AREA
16

MODERN DAY

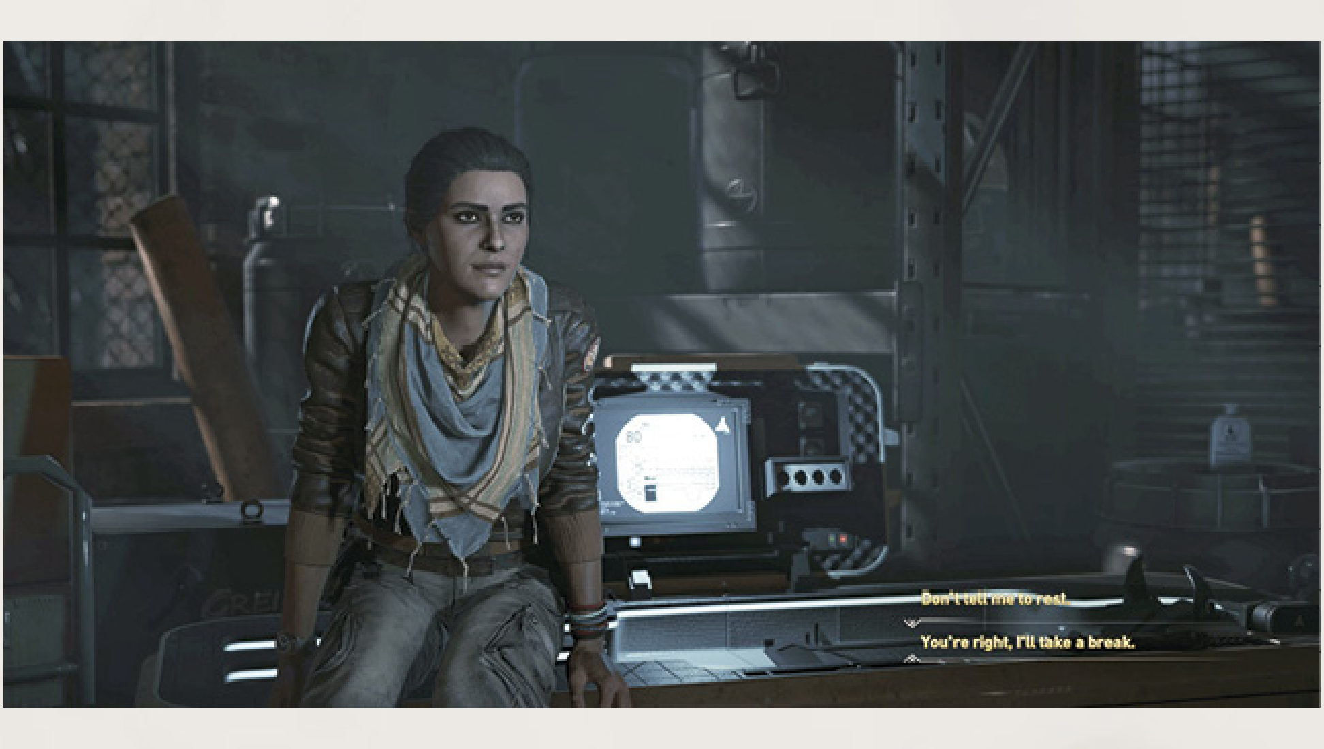
LAYLA HASSAN

Interacting with the spear altar is the last thing Layla sees as Dr. Victoria Bibeau unplugs her from the Animus. Her vitals were crashing, and the doctor had to get her out.



Conversation with Dr. Victoria Bibeau

You can ask the doc **"What do you think of the mission so far?"** Or **"What do you think about the new Animus?"** But to break away to explore the rooms, select **"That's enough for now."**



Don't tell me to rest.
You're right, I'll take a break.

LAPTOP INTERACTION

Interact with your laptop and you can ask Alannah (communicating online) **"What can you tell me about the book?"** or **"What do you know about Herodotos?"** or end the conversation with **"That's enough fornow."**

THE MANY THINGS

Check your email, photos, audio, and other files on the computer. You can get lost in researching the info and communications in there. When you're done with that, interact with the eagle carving and then have a walkie-talkie conversation with Kiyoshi by the window. You can find Tom Clancy's R6 night vision goggles, a tour guide of Quebec, and a funny Rayman Rabbid figurine in the other room.

You used to run part of the Japanese Brotherhood - what would you do?

RETURN TO GREECE

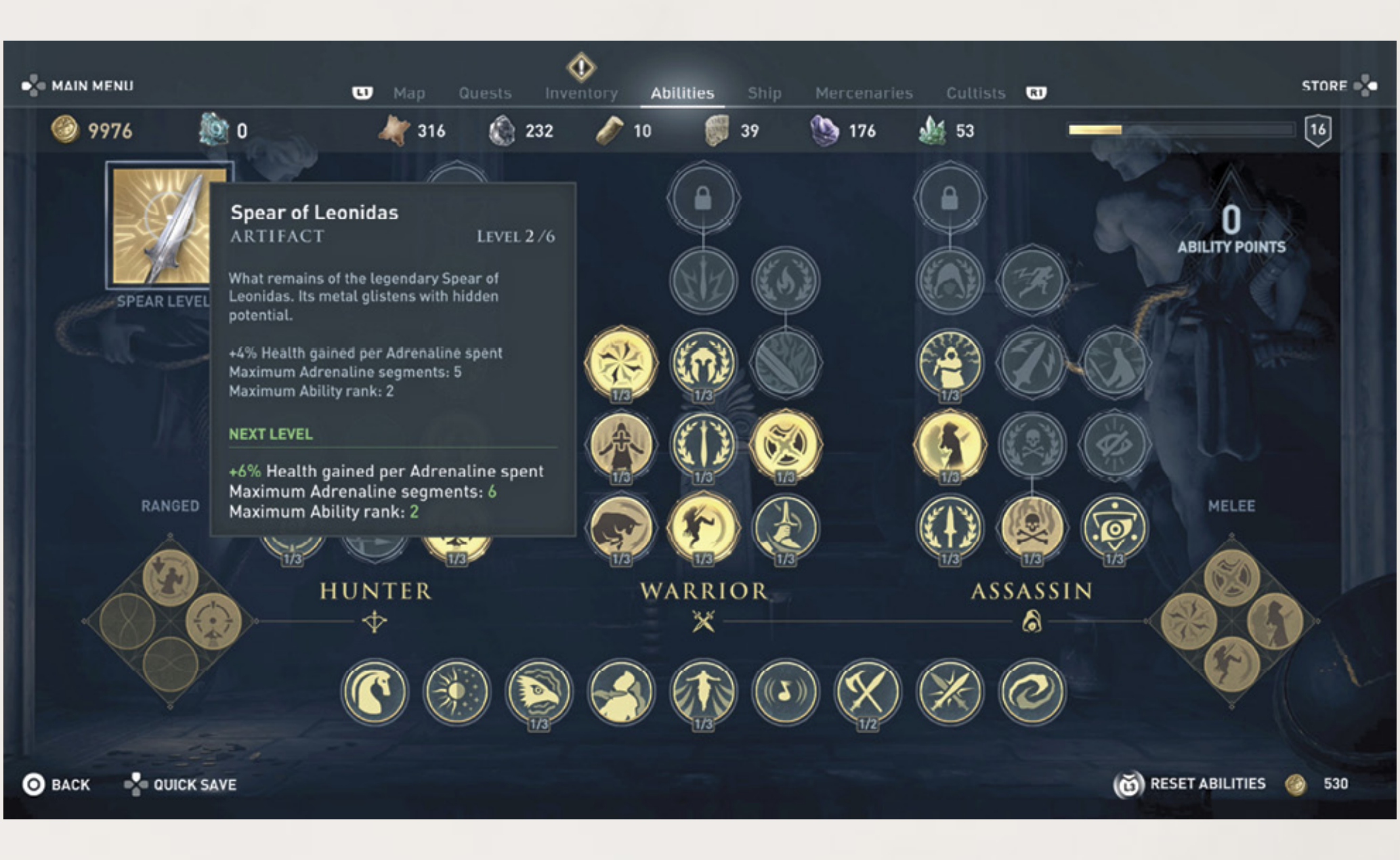
Interact with the Animus to return to Greece. The doctor will talk to you, giving you a chance to change your mind and stay a little longer. But to head back to Greece, answer **"Yes, I want to return to the Animus."**

TALK TO HERODOTOS

ANCIENT FORGE

Once back in the forge, having placed the spear in the altar, you learn the spear was upgraded, giving you new abilities. The Spear of Leonidas can be upgraded here from now on. All you need is **artifact fragments** gained by taking out cultists. You can upgrade the spear the moment you get the artifact after meeting Deimos in The Serpent's Lair. Upgrading the spear increases your adrenaline and unlocks more powerful abilities.

You get artifact fragments from defeated members of the Cult of Kosmos. The Spear Upgrade menu is in the top left corner of the Abilities menu. Look at the info window of the spear to see all the attributes of the new level. Your spear is level 2 of 6 now. You need three artifact fragments to return and upgrade to level 3.


MAIN MENU
Map
Quests
Inventory
Abilities
Ship
Mercenaries
Cultists
STORE
9976
0
316
232
10
39
176
53
16
0
ABILITY POINTS
SPEAR LEVEL
RANGED
MELEE
HUNTER
WARRIOR
ASSASSIN
BACK
QUICK SAVE
RESET ABILITIES
530

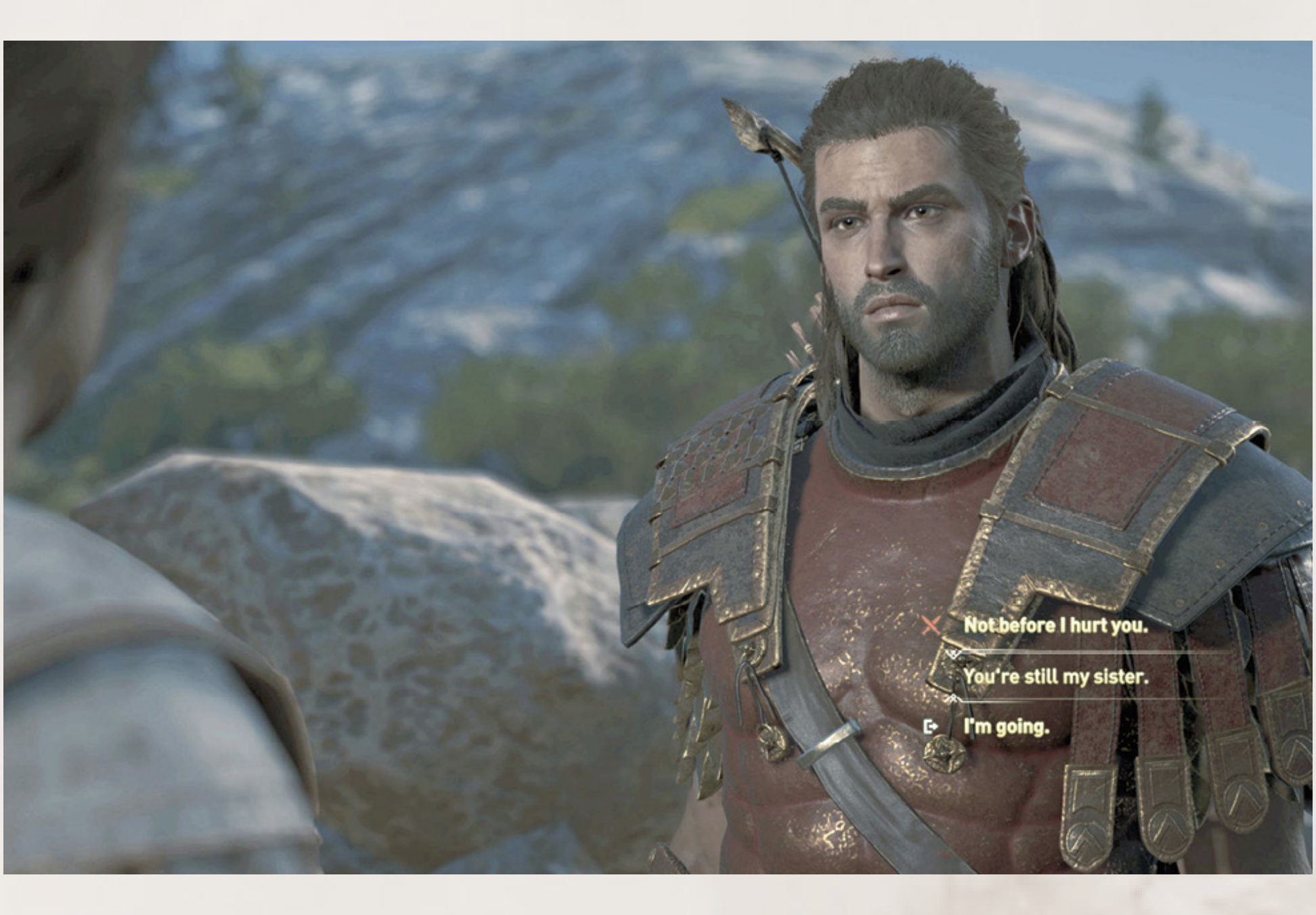
Spear of Leonidas
ARTIFACT LEVEL 2/6
What remains of the legendary Spear of Leonidas. Its metal glistens with hidden potential.
+4% Health gained per Adrenaline spent
Maximum Adrenaline segments: 5
Maximum Ability rank: 2
NEXT LEVEL
+6% Health gained per Adrenaline spent
Maximum Adrenaline segments: 6
Maximum Ability rank: 2

DEIMOS ENCOUNTER

When you make your way out of the forge, Deimos shoots a warning arrow inches from your head. You climb the mountain to meet and talk.

Conversation with Deimos

Influenced by the cult, Deimos is deeply skeptical and aggressive. When accused of throwing Deimos over a mountain in your youth, respond **"I can explain everything."** Next, when talking about who "Deimos" is, answer **"That's not who you are"** or **"Gods don't bow to the cult."** When talking about your mother, answer **"She's still our mother."** Next, tell Deimos **"I've never found Nikolaos"** even though you have. When called weak, answer **"It's not weakness."** You can ask about the cult's plans and what they want with your family. Select **"I'm bringing down the cult"** to continue the conversation. The final selection starts with an aggressive one: **"Not before I hurt you," "You're still my sister/brother,"** and **"I'm going."** Select the one about your sibling to earn a point toward reuniting your family.



Not before I hurt you.
You're still my sister.
I'm going.

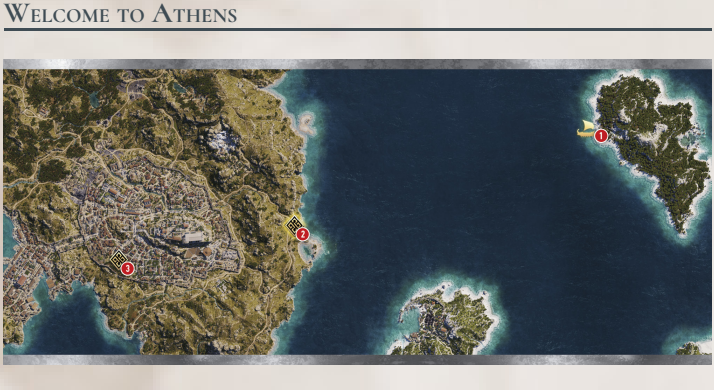
Now you must return to Herodotos **(5)** on your docked ship. You now head off to Athens to meet with Perikles. Before leaving, consider killing the cultist called The Chimera at the beach encampment on the other side of Andros.

Well, was the legend true? Was it magnificent? What happened to you? And your spear?

ATTIKA

THE ROAD TO THE SYMPOSIUM

Welcome to Athens



RECOMMENDED LEVEL: 16

PREREQUISITE: Complete *Memories Awoke*

UNLOCKS: *A Venomous Encounter, Escape from Athens, Ostracized*

STORY: After you meet Deimos face to face, Herodotos travels with you to Perikles, leader of Athens, in the hopes he will have information on the whereabouts of your mother.

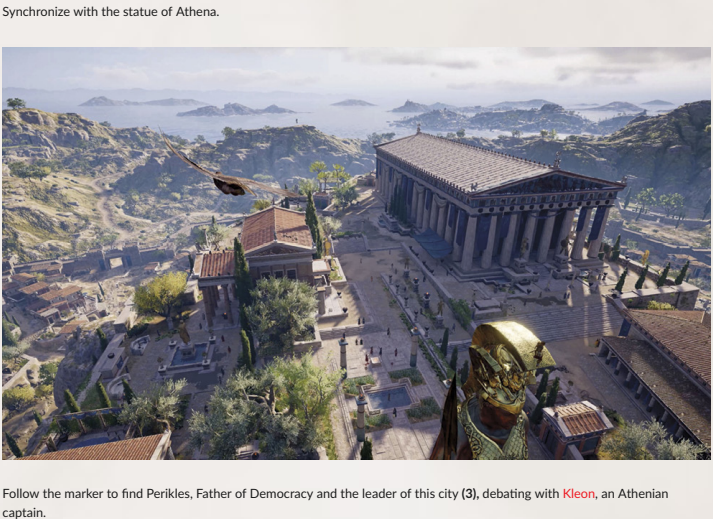
Reach Attika

From Andros **(1)**, sail west to an eastern bay **(2)** in Attika. On the shores, Herodotos parts ways and tells you to meet him at the Pnyx in Athens.

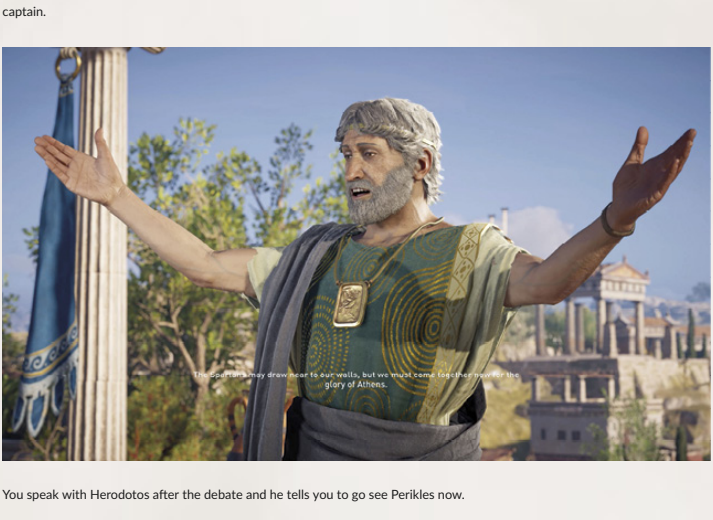
Welcome to Athens
Reach Attika
No. Pirates. A lot of them.

Reach the Pnyx in Athens

You're on new shores (Heights of Thorikos) and should keep your eyes open for new side quests and locations with objectives. Synchronize with the statue of Athena.



Follow the marker to find Perikles, Father of Democracy and the leader of this city **(3)**, debating with Kleon, an Athenian captain.


glory of Athens.

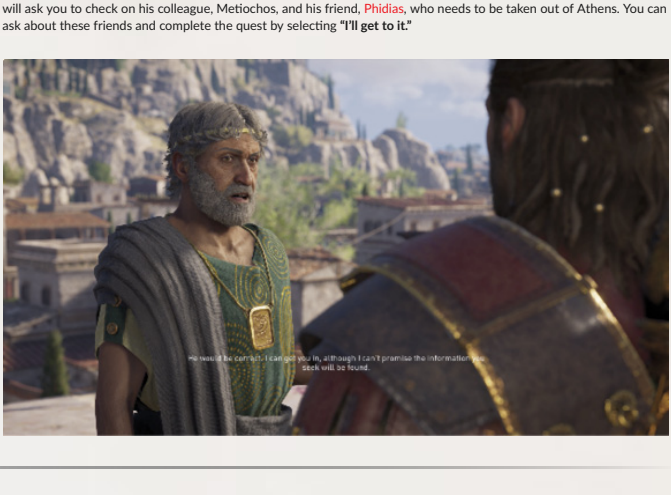
You speak with Herodotos after the debate and he tells you to go see Perikles now.

Meet Perikles

Approach Perikles on the stage. An Athenian guard tries to stop you, but being with Herodotos gets you directly to Perikles.

Conversation with Perikles

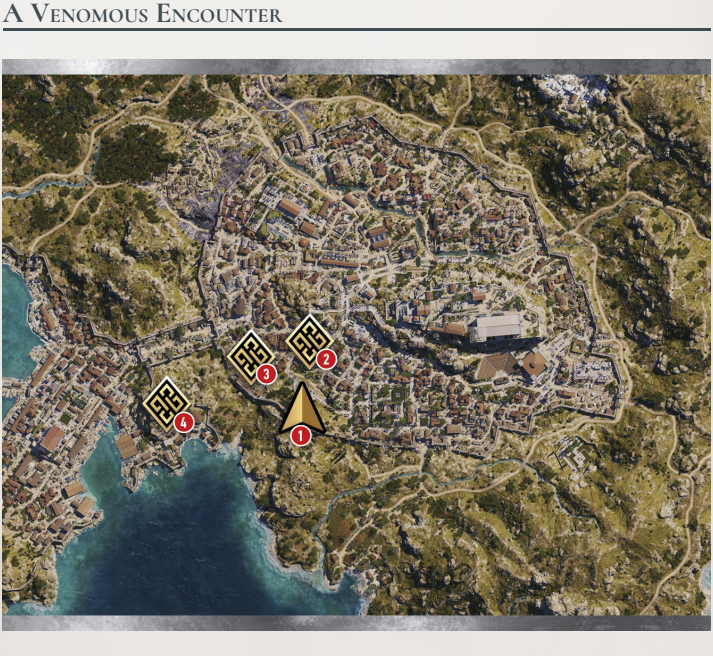
Perikles will ask you about the debate which will lead to your agreement to play a servant to get inside a function. He will ask you to check on his colleague, Metiochos, and his friend, Phidias, who needs to be taken out of Athens. You can ask about these friends and complete the quest by selecting **"I'll get to it."**



NEW MAIN QUESTS UNLOCK

In the *Road to the Symposium* quest line, you can now take *A Venomous Encounter, Escape from Athens*, or *Ostracized*. They are all level 16 quests. We'll start by doing the closest one *(A Venomous Encounter)*.

A Venomous Encounter



RECOMMENDED LEVEL: 17

PREREQUISITE: Complete *Welcome to Athens*

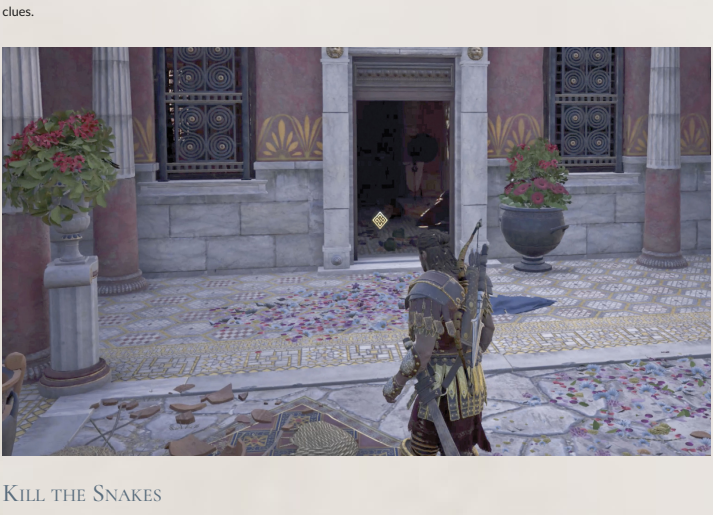
UNLOCKS: *Complete this quest, Escape from Athens, and Ostracized to unlock Perikles's Symposium*

STORY: Perikles mentioned a colleague named Metiochos who missed an appointment. To enter the symposium, you need to find him.

Go to Metiochos's Estate

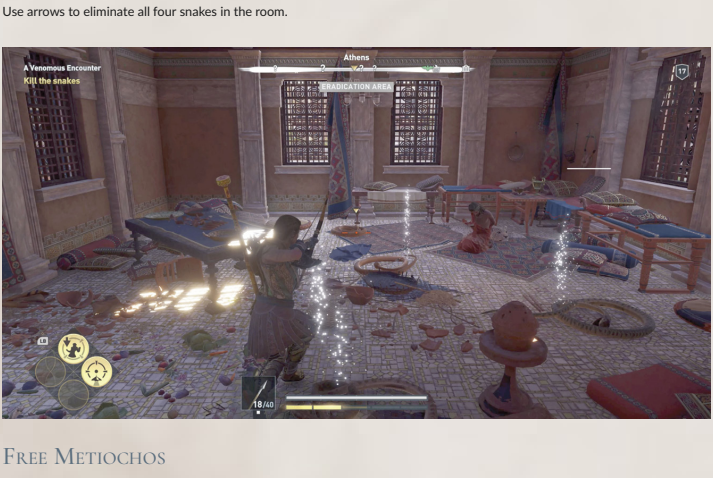
GREATER ATHENS

From the debate stage **(1)**, talk to Kleon beside the stage to pick up the For the People side quest on your way to the estate **(2)**. Tell him you'll take his commission. Drop into the courtyard by climbing the outer estate walls. Enter the room and inspect clues.



Kill the Snakes

When you enter the estate, you find Metiochos tied up on his knees in the back corner of the room and surrounded by snakes. Use arrows to eliminate all four snakes in the room.

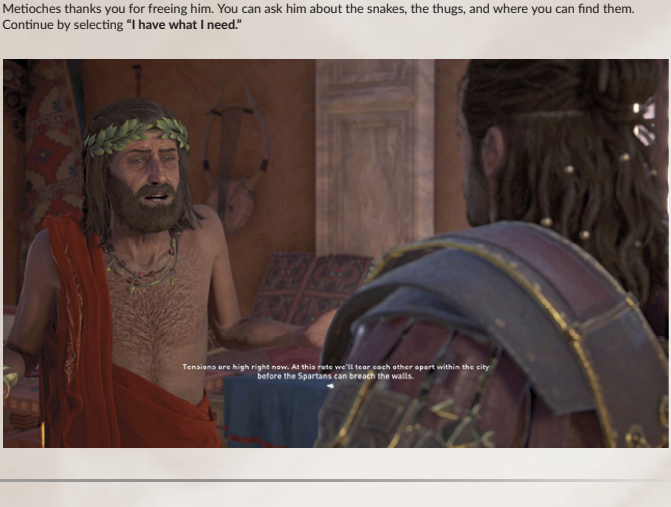

A Venomous Encounter
Kill the snakes
Athens

Free Metiochos

Free the prisoner and speak to Metiochos.

Conversation with Metiochos

Metiochos thanks you for freeing him. You can ask him about the snakes, the thugs, and where you can find them. Continue by selecting **"I have what I need."**


Tyrannos are high right now. At this rate we'll tear each other apart within the city before the Spartans can breach the walls.

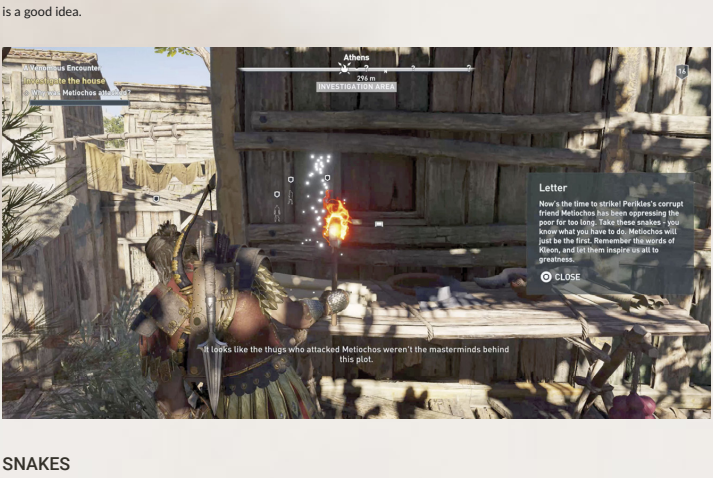
Go to the Home of the Attackers

Leave Metiochos **(2)** and head a block southwest to the Poor Market **(3)**. Look for clues when you reach the house but beware of the snakes in the enclosed backyard.

Investigate the House

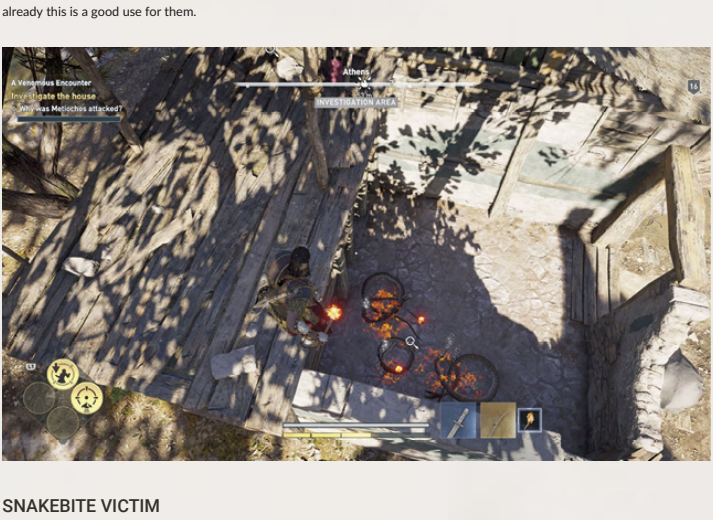
LETTER

Start from the rooftop of the house and work your way toward the clues in the back. On a ledge is a workbench under canvas. Investigate the clue there. From this ledge, there's a good view of the backyard snakes below. Attacking from this vantage point is a good idea.


Letter
It looks like the thugs who attacked Metiochos weren't the masterminds behind this plot.

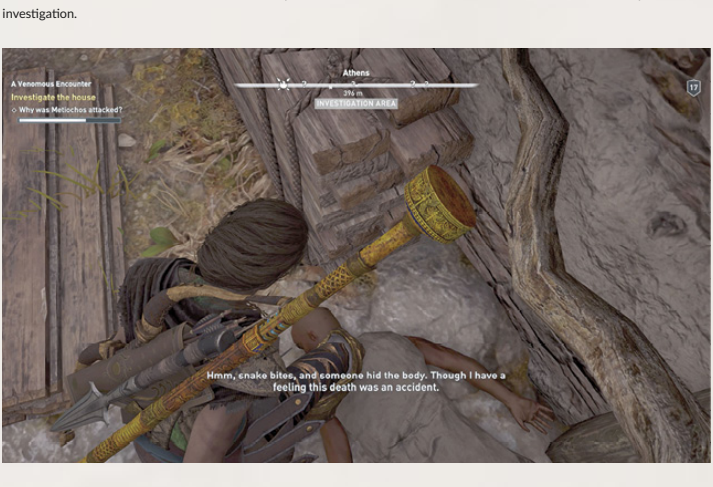
SNAKES

Throw torches at the snakes around the nearest clue. Burn them and then investigate their bodies. If you have fire arrows already this is a good use for them.



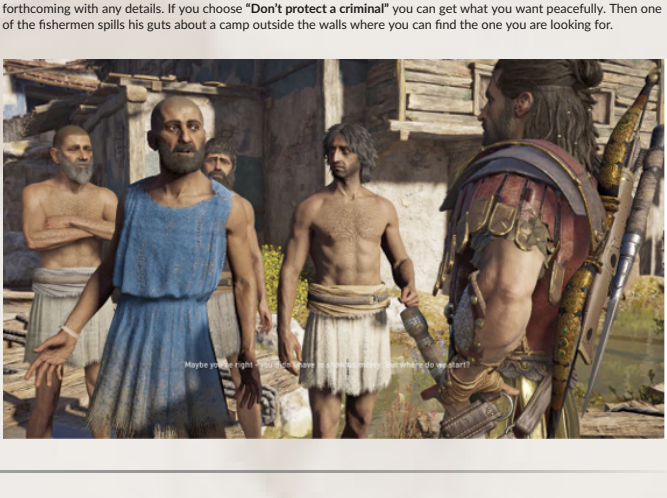
SNAKEBITE VICTIM

On the outside of the estate, at one of its corners, you can find a snakebite victim under a tree. Look into it to complete the investigation.


A Venomous Encounter
Investigate the house
Who was Metiochos attacked?
Hmm, snake bites, and someone hid the body. Though I have a feeling this death was an accident.

Conversation with Fishermen

When prompted, you can ask the fishermen about their actions or what you should do with them.They are not very forthcoming with any details. If you choose **"Don't protect a criminal"** you can get what you want peacefully. Then one of the fishermen spills his guts about a camp outside the walls where you can find the one you are looking for.

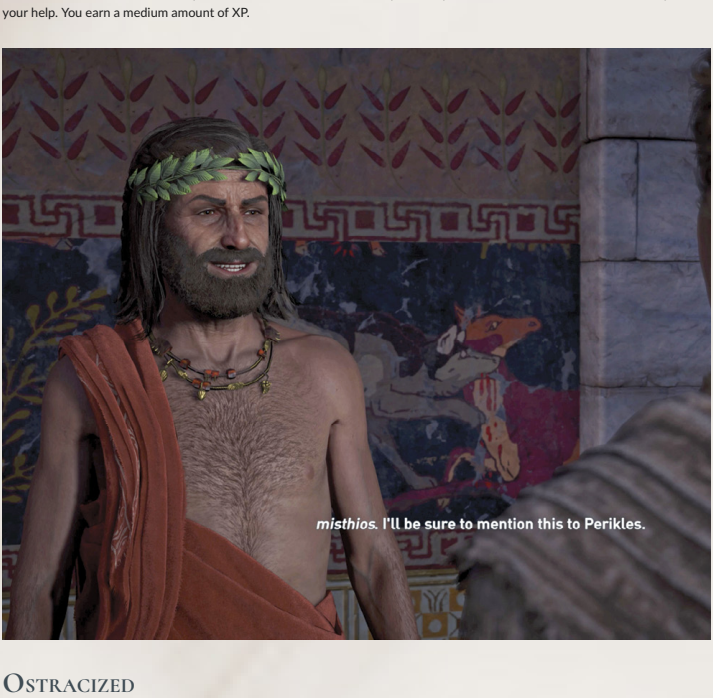


KILL THE SNAKE DEALER

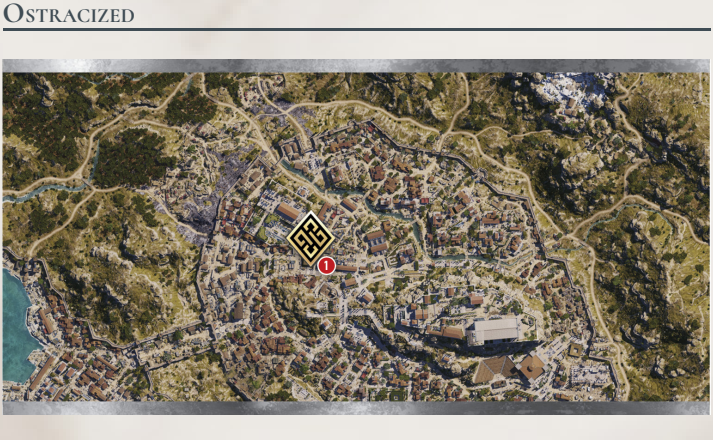
Travel southwest to the Port of Piraeus to find a small campsite **(4)** outside the Piraeus Civilian Port (which has a location objective). Be careful on approach and be ready to shoot hard-to-spot snakes in the grass around the camp. Ikaros cannot tag snakes but can hone in on them if you get close enough. The poisoner is a strong adversary—measuring in at a level that matches your own. Use your best Warrior skills and abilities to defeat him. Loot the camp and his body for the **poisoner's dagger**.

REPORT TO METIOCHOS

Travel back to Metiochos **(2)** and speak with him. You tell him the story of how you saved the fishermen and he thanks you for your help. You earn a medium amount of XP.


misthios. I'll be sure to mention this to Perikles.

Ostracized



RECOMMENDED LEVEL: 17

PREREQUISITE: Complete *Welcome to Athens*

UNLOCKS: Complete this quest, *Venomous Encounter*, and *Escape from Athens* to unlock *Perikles's Symposium*

STORY: Tasked with influencing a vote to ostracize a seemingly innocent man, you have no choice but to do it if you wish to attend Perikles's illustrious symposium.

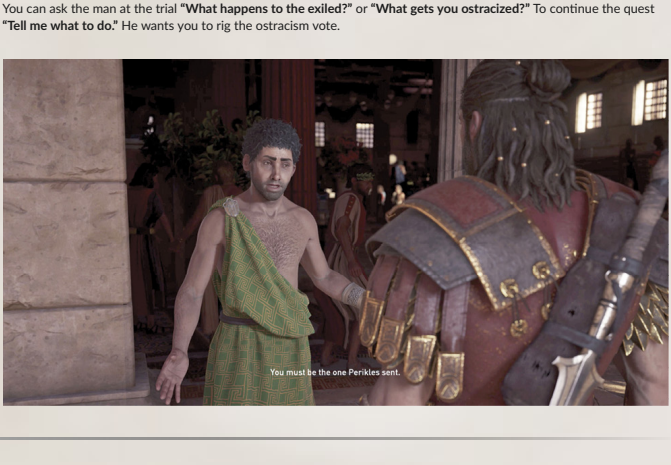
Talk to Perikles's Contact

BOULEUTERION OF ATHENS

Find Perikles's contact **(1)** at the Bouleuterion of Athens, where the trial for the ostracism is about to go down. Talk to him.

Conversation with Perikles's Contact

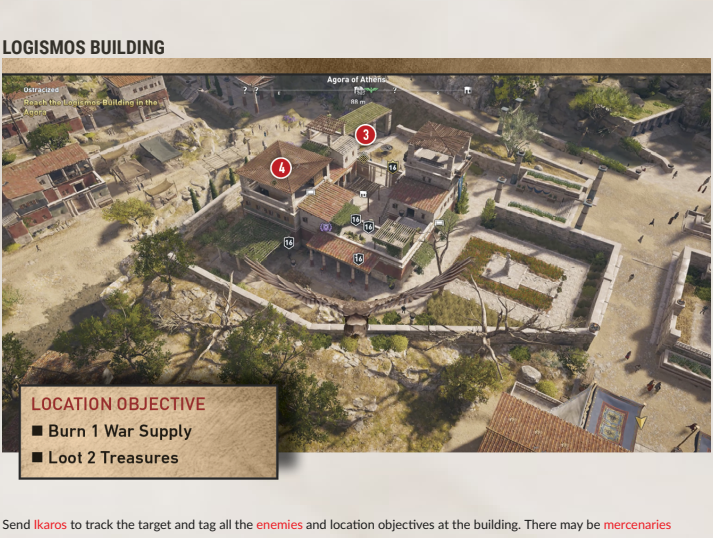
You can ask the man at the trial **"What happens to the exiled?"** or **"What gets you ostracized?"** To continue the quest **"Tell me what to do."** He wants you to rig the ostracism vote.


You must be the one Perikles sent.

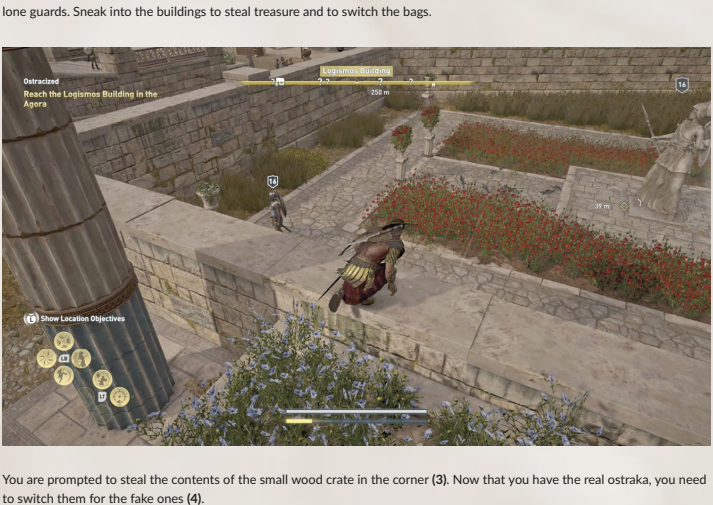
Reach the Logismos Building in the Agora

You are tasked with switching out the ostraka bags to rig the vote. Head to the Logismos Building **(2)**, which also has a location objective.

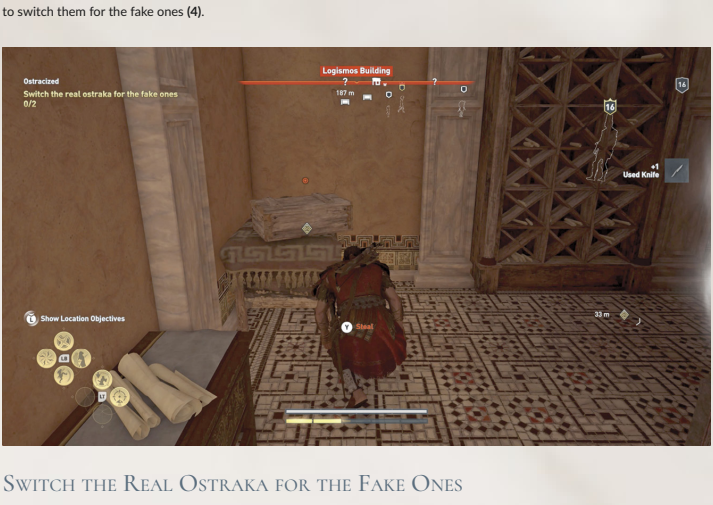
LOGISMOS BUILDING


Agora of Athens
3
4
LOCATION OBJECTIVE
■ Burn 1 War Supply
■ Loot 2 Treasures

Send Ikaros to track the target and tag all the enemies and location objectives at the building. There may be mercenaries looking for you around the location. Take care of those first. Enter just about anywhere over the wall and begin assassinating lone guards. Sneak into the buildings to steal treasure and to switch the bags.

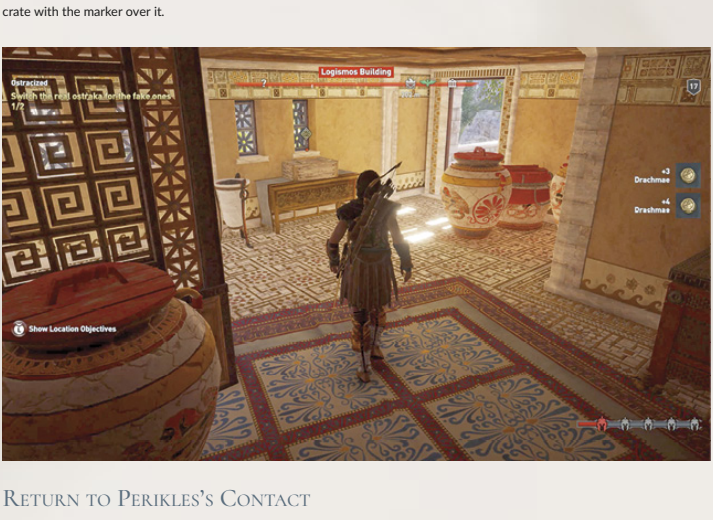

Ostracized
Reach the Logismos Building in the Agora
Show Location Objective

You are prompted to steal the contents of the small wood crate in the corner **(3)**. Now that you have the real ostraka, you need to switch them for the fake ones **(4)**.


Ostracized
Switch the real ostraka for the fake ones
Logismos Building
Show Location Objectives

Switch the Real Ostraka for the Fake Ones

Defeat Athenian soldiers as you make your way to the next room with the fake ostraka **(4)**. Get to the rooftop of the tallest building and drop onto the rooftop balcony. Take the stairs down to the second floor and make the switch using the wooden crate with the marker over it.


Logismos Building
Show Location Objectives

Return to Perikles's Contact

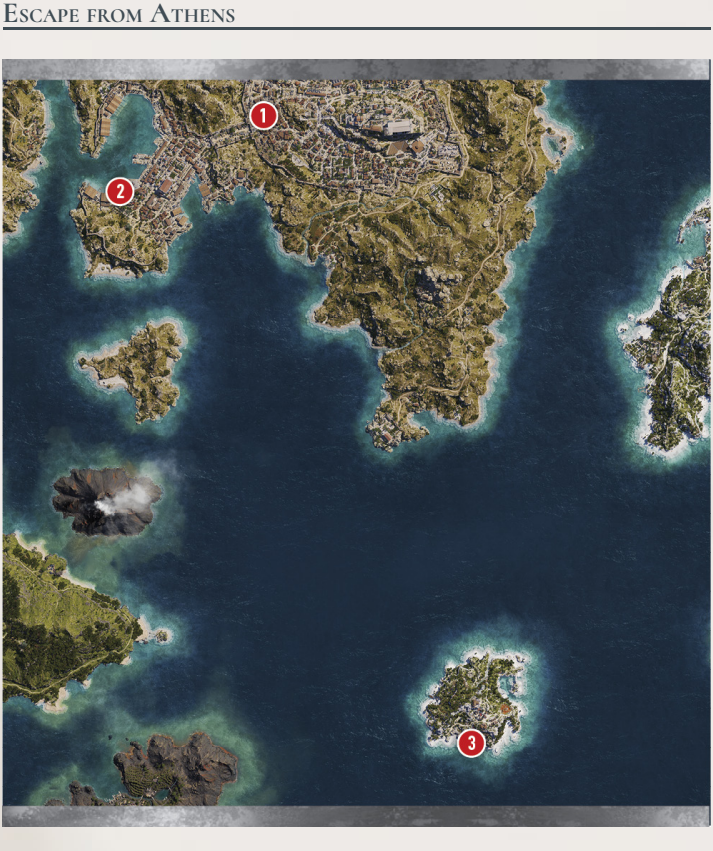
Complete the location objective, raid everything there, and then return to Perikles's contact **(2)**.

Conversation with Sokrates

The vote ostracizes Anaxagoras from Athens. Mission successful. You automatically enter a conversation with the great Sokrates. He will always come off accusatory toward you. No matter what you tell him, he figures you out. You can accept responsibility (if the conversation gets that far) by choosing **"I am responsible."** There's no fooling this guy.

You unlock **journey shoes** (armor), get some drachmae, and earn a medium amount of XP upon completing this quest.

Escape from Athens



RECOMMENDED LEVEL: 17

PREREQUISITE: Complete *Welcome to Athens*

UNLOCKS: Complete this quest, *Venomous Encounter*, and *Ostracized* to unlock *Perikles's Symposium*

STORY: In order for you to gain access to his symposium, Perikles tasks you with getting his friend and famous artist, Phidias, out of Athens.

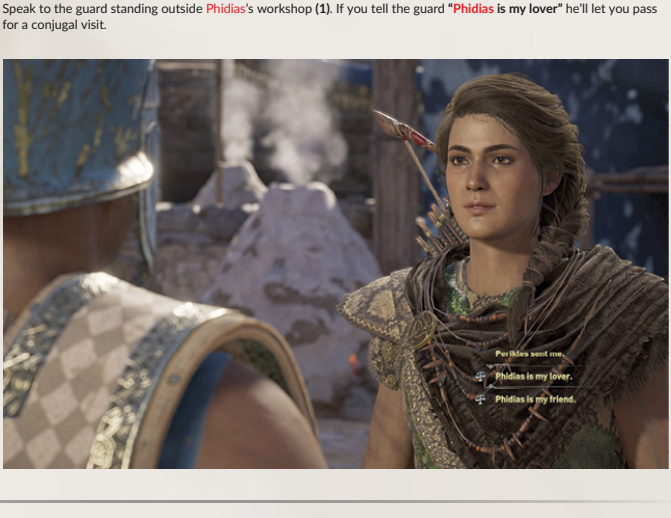
Meet Phidias at His Workshop

PHIDIAS'S WORKSHOP

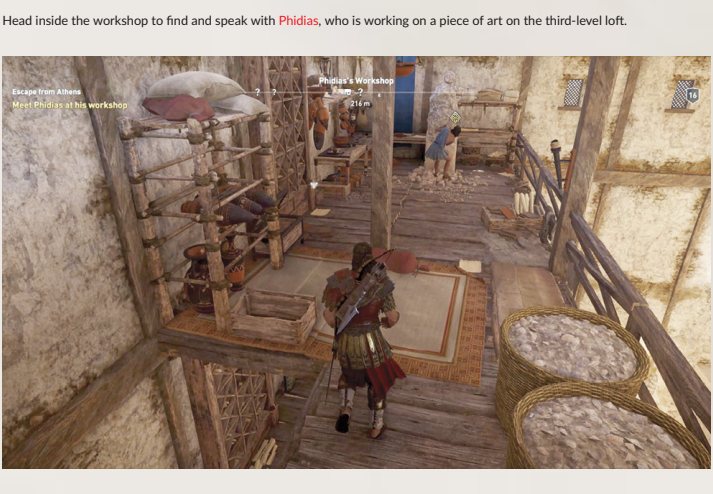
You can sneak into the workshop **(1)** or you can confront the Athenian guard at the front doors. Talk to the guard; it's entertaining.

Conversation with Athenian Door Guard

Speak to the guard standing outside Phidias's workshop **(1)**. If you tell the guard **"Phidias is my lover"** he'll let you pass for a conjugal visit.

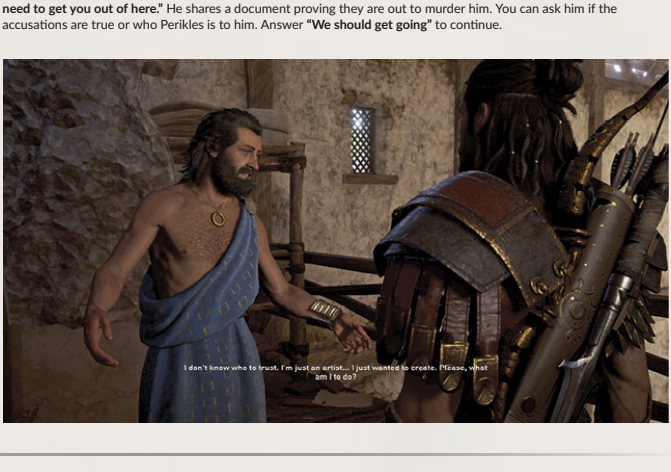

Pericles sent me.
Phidias is my lover.
Phidias is my friend.

Head inside the workshop to find and speak with Phidias, who is working on a piece of art on the third-level loft.


Escape from Athens
Meet Phidias at his workshop
Phidias's Workshop

Conversation with Phidias

Phidias is surprised to see you but you tell him to relax because Perikles sent you. To proceed you can choose **"We need to get you out of here."** He shares a document proving they are out to murder him. You can ask him if the accusations are true or who Perikles is to him. Answer **"We should get going"** to continue.

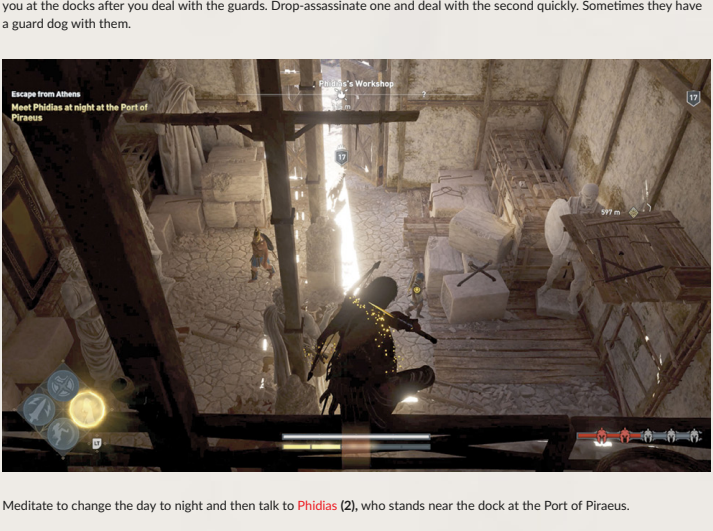


He wants you to take him to Seriphos, which means leaving the area. This is why you should take this mission (of the three that have unlocked) last.

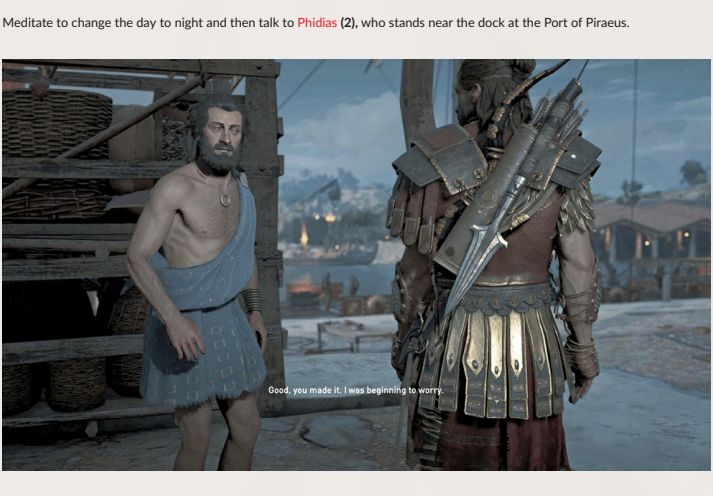
Meet Phidias at Night at the Port of Piraeus

PORT OF PIRAEUS

Athenian guards enter the workshop no matter if you spoke to them first or snuck in to talk to Phidias. You tell Phidias to meet you at the docks after you deal with the guards. Drop-assassinate one and deal with the second quickly. Sometimes they have a guard dog with them.

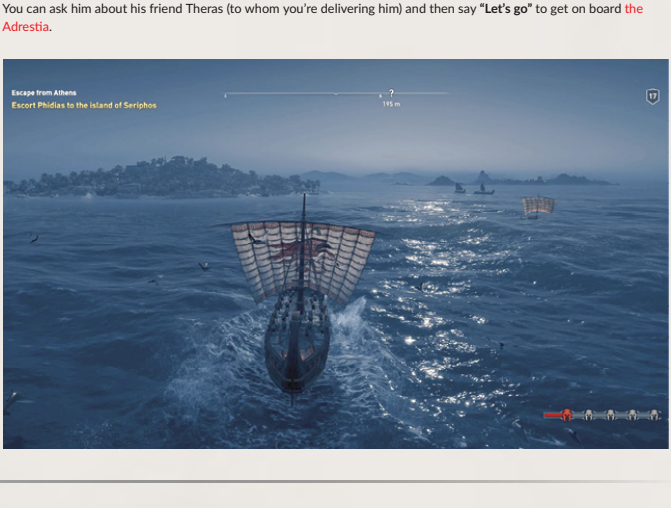

Escape from Athens
Meet Phidias at night at the Port of Piraeus

Meditate to change the day to night and then talk to Phidias **(2)**, who stands near the dock at the Port of Piraeus.


Good, you made it. I was beginning to worry.

Conversation with Phidias

You can ask him about his friend Theras (to whom you're delivering him) and then say **"Let's go"** to get on board the Adrestia.

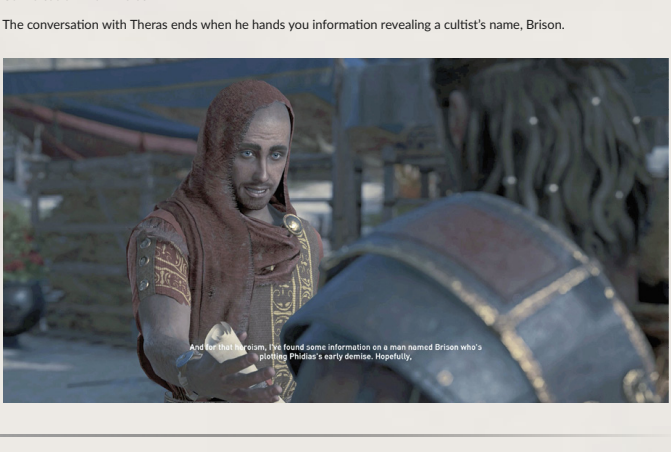

Escape from Athens
Escort Phidias to the Island of Seriphos

Escort Phidias to the Island of Seriphos

Sail, 3,000 meters southeast to Seriphos **(3)**. Athenian ships ambush you when you leave the harbor so be prepared for battle. Dock the ship in Chora and you automatically leave the ship and meet his friend Theras on shore.

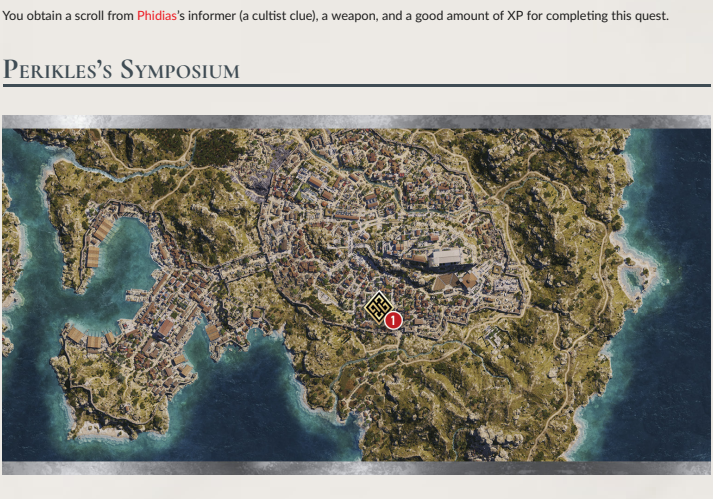
Conversation with Theras

The conversation with Theras ends when he hands you information revealing a cultist's name, Brison.



You obtain a scroll from Phidias's informer (a cultist clue), a weapon, and a good amount of XP for completing this quest.

Perikles's Symposium



RECOMMENDED LEVEL: 17

PREREQUISITE: Complete *A Venomous Encounter, Escape from Athens*, and *Ostracized*

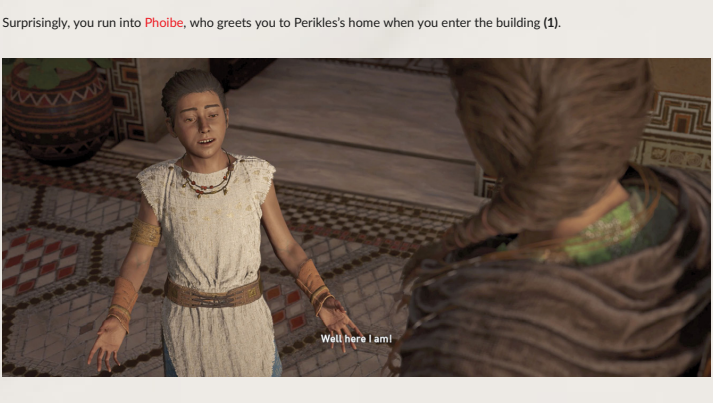
UNLOCKS: Quest lines *Land of the Lawless, A Prescription for Discovery*, and *Pirate Hospital*

STORY: You were finally given access to Perikles's fabled symposium. You know the other guests are your best chance for information about your missing mother.

Reach Perikles's Home

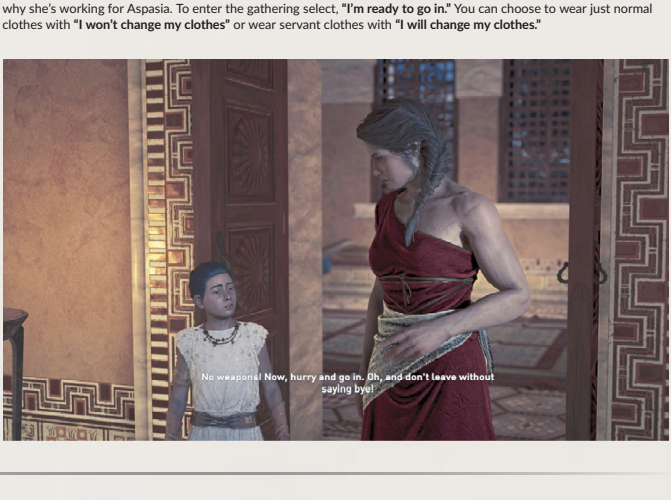
PERIKLES'S RESIDENCE

Surprisingly, you run into Phoibe, who greets you to Perikles's home when you enter the building **(1)**.


Well here I am!

Conversation with Phoibe

Excited and worried to see Phoibe in such times of peril, talk to her and ask how she got there. You learn she works for Aspasia and needs you to check your clothes and weapons at the door. You can ask her why you have to change and why she's working for Aspasia. To enter the gathering select, **"I'm ready to go in."** You can choose to wear just normal clothes with **"I won't change my clothes"** or wear servant clothes with **"I will change my clothes."**

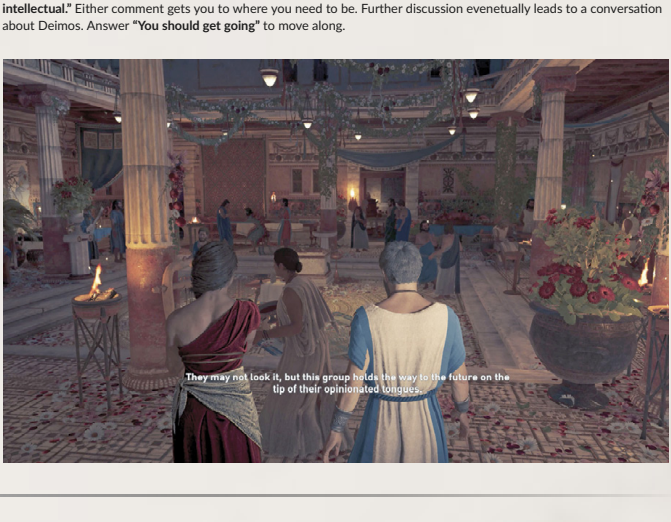

Now hurry and go in. Oh, and don't leave without saying bye!

Talk to Herodotos

Herodotos is the first person you see at the gathering. Talk tohim.

Conversation with Herodotos

After he introduces his guests around the room you can comment **"I've heard of Sophokles"** or **"That doesn't look very intellectual."** Either comment gets you to where you need to be. Further discussion evenetually leads to a conversation about Deimos. Answer **"You should get going"** to move along.


They may not look it, but this group holds the future on the tip of their opinionated tongues.

Gather Information about Your Mother

The conversation unlocks two support quests that take place inside the symposium and must be completed to complete this quest (Perikles's Symposium). The two support questsare Drink Up and Oil and Love.

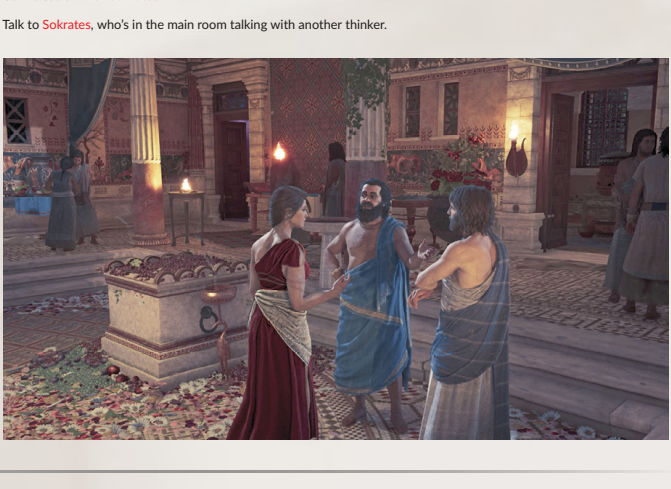
COMPLETE SUPPORTQUESTS TO CONTINUE

Both support quests, *Drink Up* and *Oil and Love*, must be completed before continuing with this quest's objectives.

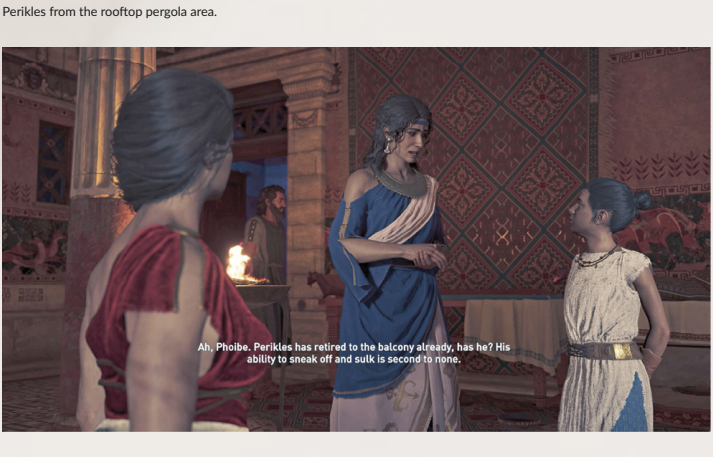
Talk to Sokrates

Conversation with Sokrates

Talk to Sokrates, who's in the main room talking with another thinker.

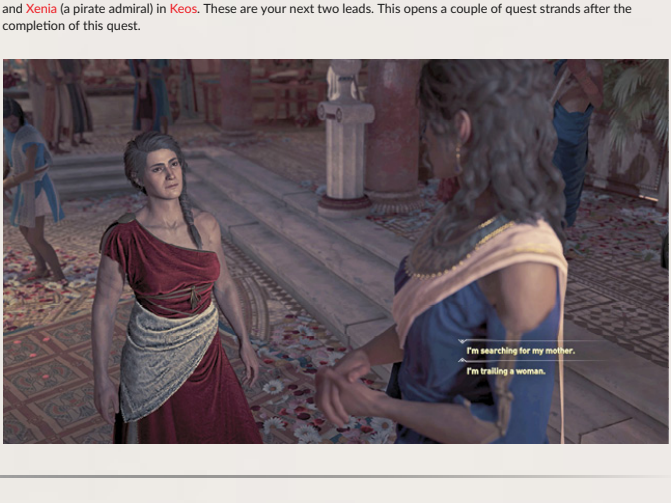


During the conversation, Aspasia enters the room and you follow her to the side of the room, where she sends Phoibe to fetch Perikles from the rooftop pergola area.


Ah, Phoibe. Perikles has retired to the balcony already, has he? His ability to sneak off and sulk is second to none.

Conversation with Aspasia

Aspasia starts by talking about covering up your mess in Megaris. She insinuates that your interests are similar but how you reach your goals is different and then focuses on the clothes you are wearing. She mentions Anthousa in Korinth and Xenia (a pirate admiral) in Keos. These are your next two leads. This opens a couple of quest strands after the completion of this quest.


I'm searching for my mother.
I'm tracking a woman.

Talk to Perikles

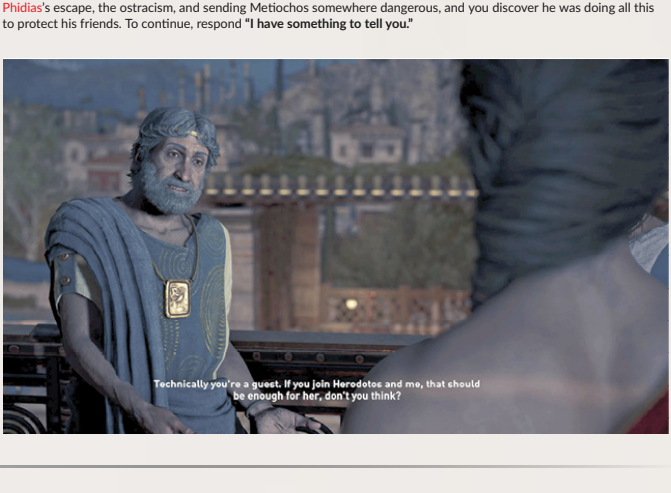
Head through the same hallway that led to Alkibiades's door (in the quest Oil and Love), but take the stairwell up to the rooftop level. Follow the marker into a rooftop enclosure and to a door with an objective marker on it. Interact with the door.

Perikles's Symposium
Talk to Perikles
Perikles's Residence

Phoibe directs you to Perikles standing looking over the balcony wall and talking with Herodotos.

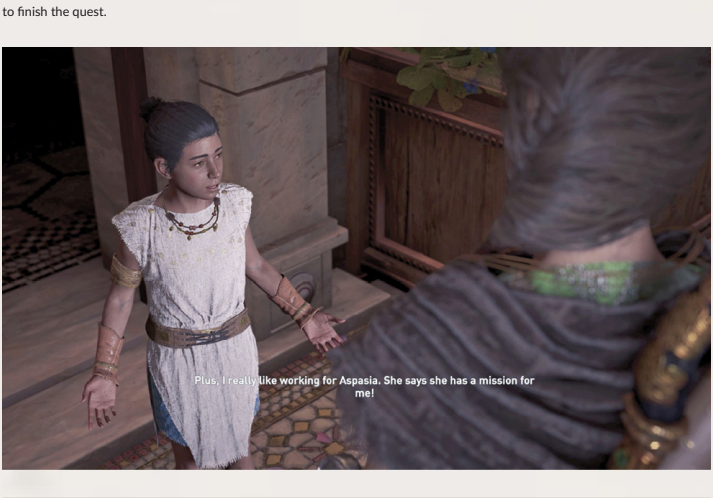
Conversation with Perikles

He seems standoffish at first, but you can relieve his apprehension by telling him **"Aspasia sent me."** You continue to relay the message she gave you that she wants him to come down and join the party. You can pry a bit and ask about Phidias's escape, the ostracism, and sending Metiochos somewhere dangerous, and you discover he was doing all this to protect his friends. To continue, respond **"I have something to tell you."**


Technically you're a guest. If you join Herodotos and me, that should be enough for her, don't you think?

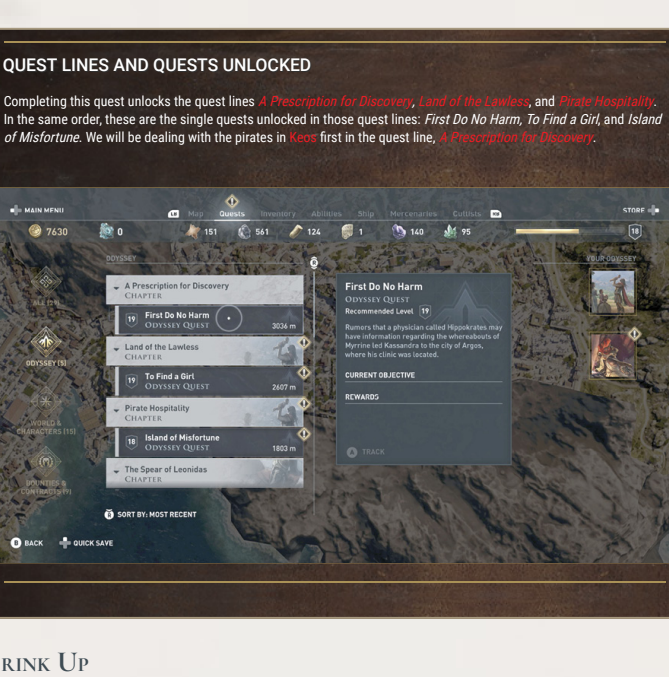
Leave the Symposium

Head downstairs to the entrance and talk to Phoibe to get your clothes and weapons back. Tell her **"I'm ready to go"** and then tell her where you are going (to Keos, Argolis, or Korinthia). The answer does not prevent you from changing your mind afterward. You earn the **letter to the master** (cultist clue) and earn a lot of XP when you and Phoibe say your good-byes again to finish the quest.


Phoibe, I like working for Aspasia. She says she has a mission for me!

QUEST LINES AND QUESTS UNLOCKED

Completing this quest unlocks the quest lines *A Prescription for Discovery, Land of the Lawless*, and *Pirate Hospitality*. In the same order, these are the single quests unlocked in those quest lines: *First Do No Harm, To Find a Girl*, and *Island of Misfortune*. We will be dealing with the pirates in Keos first in the quest line, *A Prescription for Discovery*.


A Prescription for Discovery
First Do No Harm
Land of the Lawless
To Find a Girl
Pirate Hospitality
Island of Misfortune
The Spear of Leonidas

Drink Up

RECOMMENDED LEVEL: 18

PREREQUISITE: Talk to Herodotos during *Perikles's Symposium*

UNLOCKS: Continuation of *Perikles's Symposium*

STORY: Distracting Sophokles from himself long enough to ask for information about Myrrine will be difficult, so you have to bend the rules a little. It is time to get Euripides drunk.

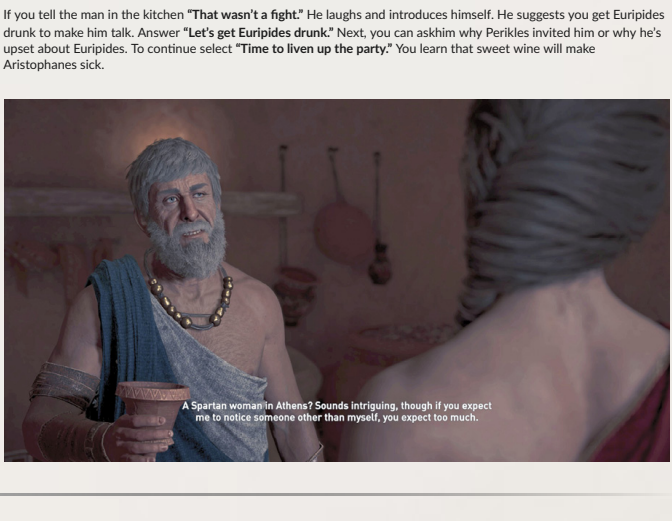
Get information from Sophokles

PERIKLES'S RESIDENCE

Talk to the man in the kitchen who has just been verbally sparring with Euripides.

Conversation with Sophokles

If you tell the man in the kitchen **"That wasn't a fight."** He laughs and introduces himself. He suggests you get Euripides drunk to make him talk. Answer **"Let's get Euripides drunk."** Next, you can askhim why Perikles invited him or why he's upset about Euripides. To continue select **"Time to liven up the party."** You learn that sweet wine will make Aristophanes sick.

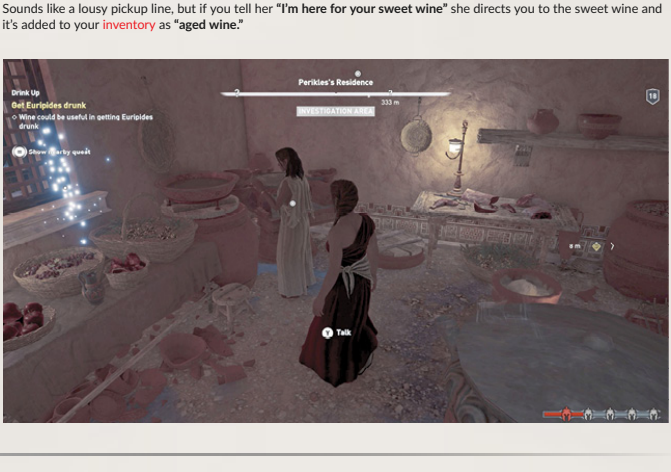

A Spartan woman in Athens? Sounds intriguing, though if you expect me to notice someone other than myself, you expect too much.

Get Euripides drunk

While in the kitchen, talk to the woman in the corner. There's a magnifying glass over her head.

Conversation with Lady in the Kitchen

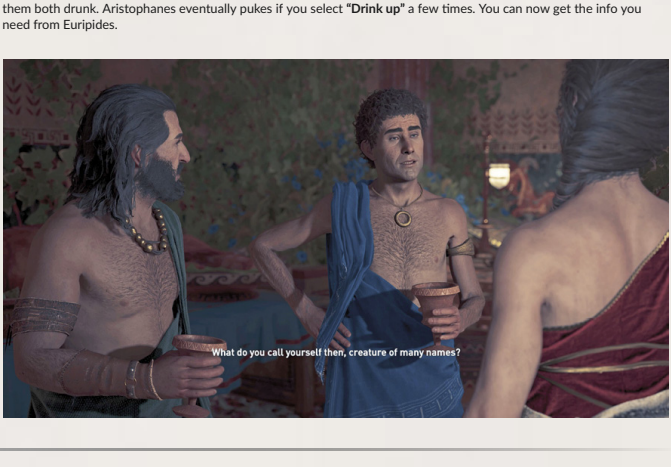
Sounds like a lousy pickup line, but if you tell her **"I'm here for your sweet wine"** she directs you to the sweet wine and it's added to your inventory as **"aged wine."**


Drink Up
Get Euripides drunk
Perikles's Residence
Talk

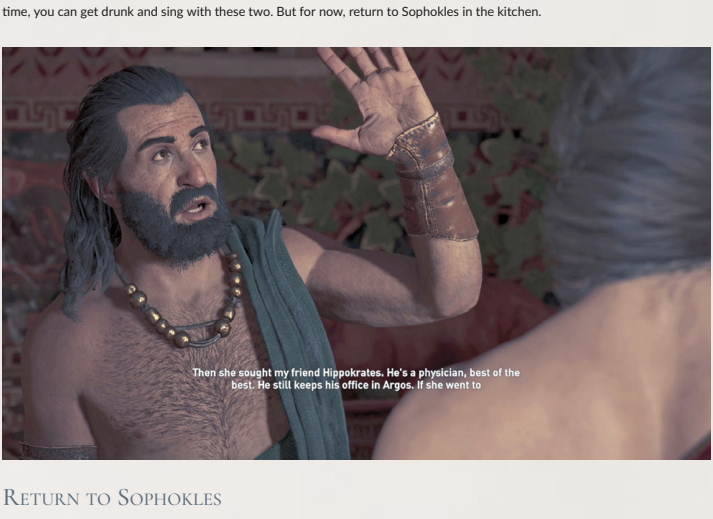
Before you leave the kitchen, pick up the **olive oil** from the table. You can't miss it. It's sparkling. This is the item you need for the next support quest. Exit the kitchen and walk to the marker on the left.

Conversation with Aristophanes and Euripides

The goal here is to obtain information. If you choose **"You should have a drinking competition"** this will begin getting them both drunk. Aristophanes eventually pukes if you select **"Drink up"** a few times. You can now get the info you need from Euripides.


What do you call yourself then, creature of many names?

He tells you that your mother could have sought his friend Hippokrates, who is a physician in Argos. Later, when you have time, you can get drunk and sing with these two. But for now, return to Sophokles in the kitchen.

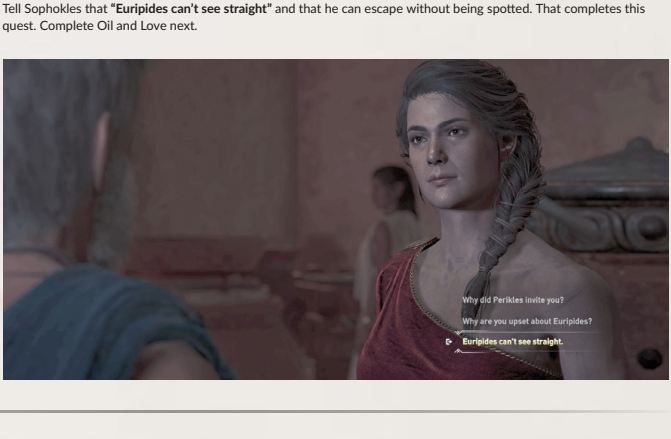

Then she sought my friend Hippokrates. He's a physician, best of the best. He still keeps his office in Argos, if she went to

Return to Sophokles

Return to the kitchen and talk to Sophokles again.

Conversation with Sophokles

Tell Sophokles that **"Euripides can't see straight"** and that he can escape without being spotted. That completes this quest. Complete Oil and Love next.


Why did Perikles invite you?
Why are you upset about Euripides?
Euripides can't see straight.

Oil and Love

RECOMMENDED LEVEL: 18

PREREQUISITE: Talk to Herodotos during *Perikles's Symposium*

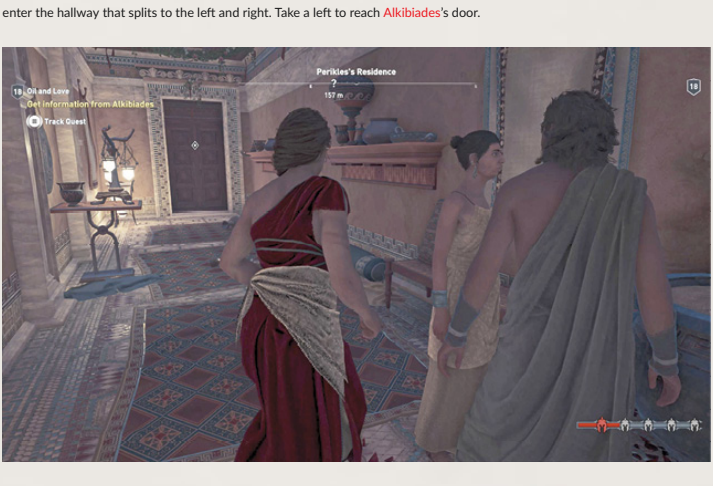
UNLOCKS: Continuation of *Perikles's Symposium*

STORY: In the safety of Perikles's abode, people can indulge their more fanciful whims. So it is with Alkibiades, Perikles's ward, who intends to spend his night entertaining himself...and others.

Get Information from Alkibiades

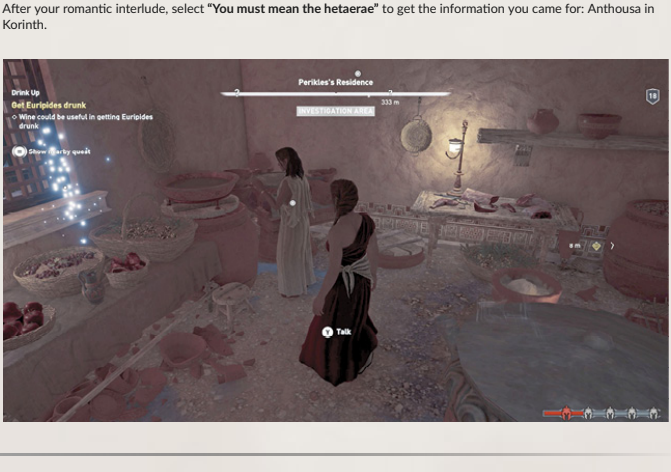
PERIKLES'S RESIDENCE

With the **olive oil** from the kitchen in your inventory (you can grab it during Drink Up), head south through the main room and enter the hallway that splits to the left and right. Take a left to reach Alkibiades's door.


Oil and Love
Perikles's Residence
Track Quest

Conversation with Alkibiades

You can seduce Alkibiades (who is a love interest) by choosing **"Sounds like quite the party."** With the oil in your possession, you can then answer **"Here's your oil"** followed by **"Let's get these clothes off"** to continue the romance. After your romantic interlude, select **"You must mean the hetaerae"** to get the information you came for: Anthousa in Korinth.


Drink Up
Get Euripides drunk
Perikles's Residence
Talk

Now head back into the Perikles's Symposium main quest (in the same house) to complete the quest and unlock multiple quests.

Introduction

THREE OPEN QUEST LINES

Completing *Perikles's Symposium* in the quest line *The Road to the Symposium* unlocks three new quest lines that are all currently playable. We begin with *Pirate Hospitality* because of its possible ease of completion and its recommended level. Completing these three quest lines (*Pirate Hospitality*, *Land of the Lawless*, and *A Prescription for Discovery*) unlocks chapter 6's quest line, *Rising from the Ashes*.

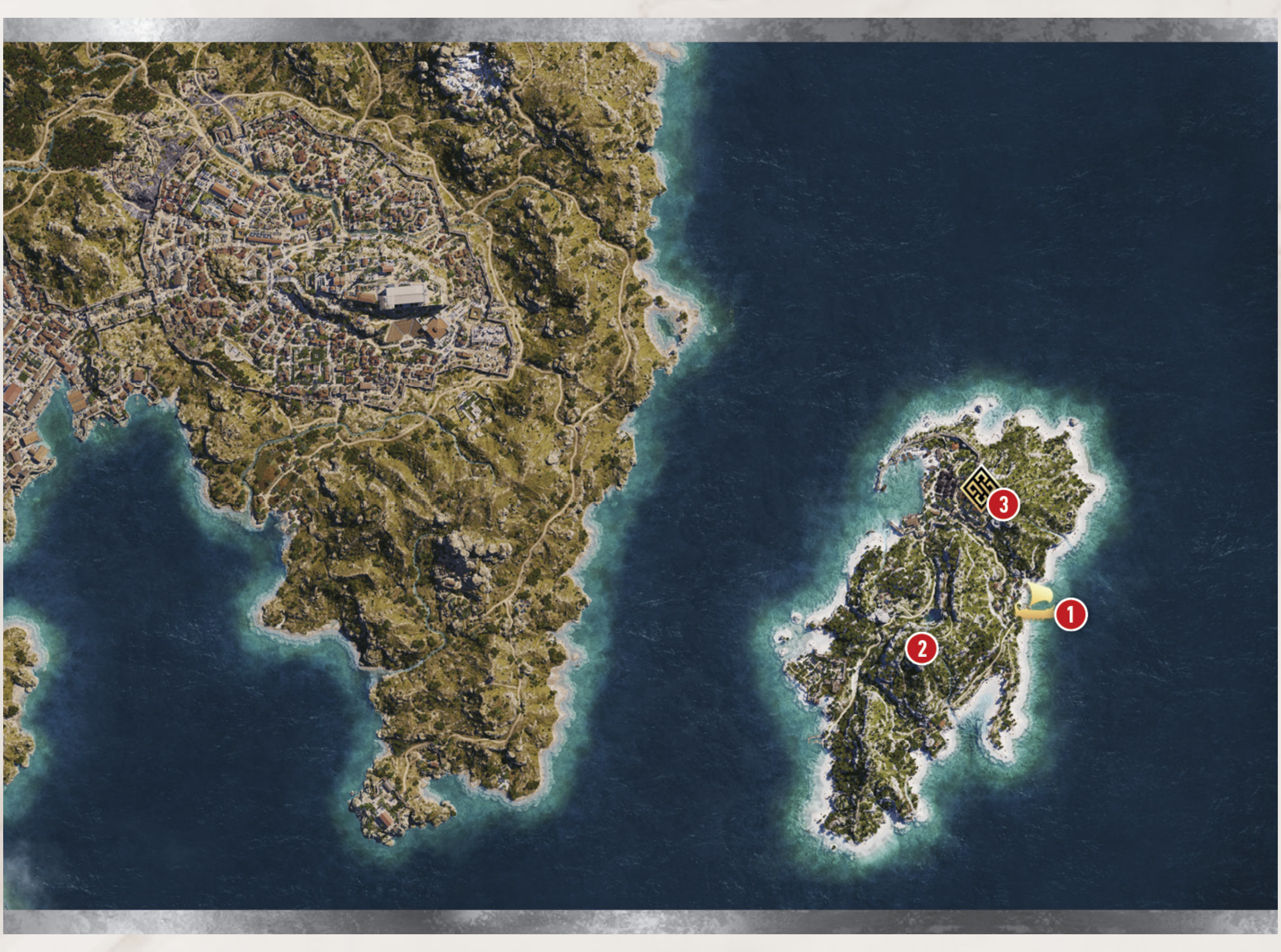
DON'T SPEND DRACHMAE

You need to pay the pirate admiral Xenia for the information she has about your mother. It's a sizable amount. Typically, you would head to the blacksmith before a new quest, but don't spend any drachmae unless you can spend and still have 1,700 drachmae left over to pay her. The other option is to take the side quests she gives you to earn drachmae to pay her.

KEOS

PIRATE HOSPITALITY

Island of Misfortune



RECOMMENDED LEVEL: 17

PREREQUISITE: Complete *Perikles's Symposium*

UNLOCKS: Support quest *A Chest Full of Drachmae*. *Pirate Hospitality* is one of three quest lines that must be completed to unlock the quest line *Rising from the Ashes*. The quest unlocked is *Abandoned by the Gods*.

STORY: Your search for your mother leads you to seek out Xenia, a ruthless admiral with a vicious reputation.

Meet the Pirate, Xenia

KEOS

Sail to the island in the east called Keos and dock **(1)** your ship on the far east side of the island. Xenia **(3)** is located in Pirate's Revenge. Take time to synchronize with the Reclining Lion **(2).** Ride north to the Temple of Athena Medusia and synchronize on the rooftop before entering the same building to find Xenia.

Open the door and Xenia throws a thug out onto the front porch and cuts a slave mark into his forehead.

Conversation with Xenia

Xenia asks why she shouldn't kill you. Reply **"I came to meet you."**You tell her you came to offer her a deal. You ask for information about your mother. You describe her birthmarks. When she asks who the woman is, answer **"My mother."** You drop Aspasia's name to encourage her to trust you. She wants drachmae—1,500 of them. If you don't have that much money, reply **"I don't have it"**; in response she gives you some jobs to get the amount. If you have it, then pay it to end the quest. Reply **"Here"** to pay her. Note that if you lie to Xenia or kill any of her pirates, she will raise her fee to 1,700 drachmae.

make sure the war doesn't come to us.

Pay Xenia Drachmae

SUPPORT QUESTS UNLOCKED

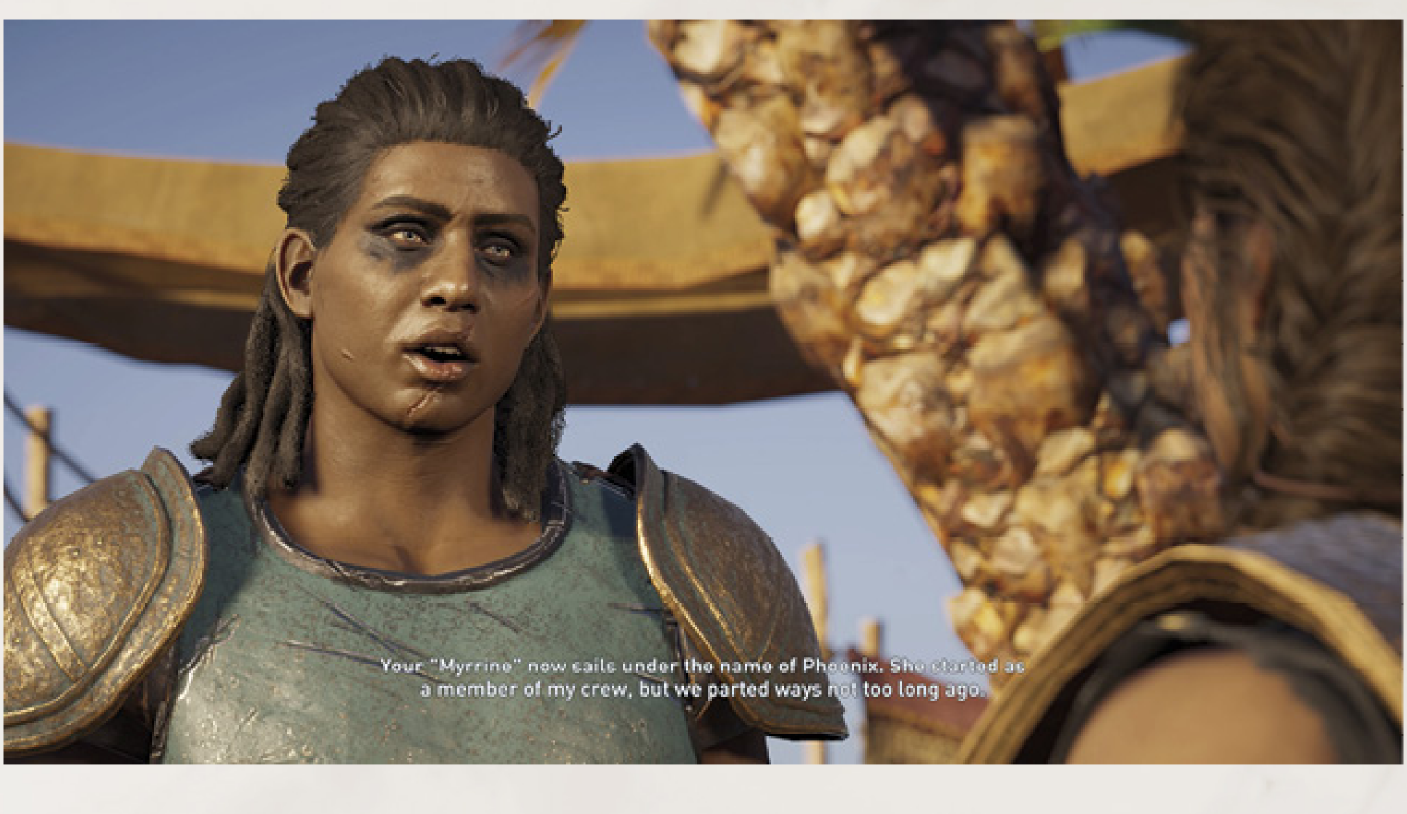
The support quest *A Chest Full of Drachmae* is opened if you tell Xenia you do not have the money to pay her. Also available after you speak to Xenia's pirates (quest givers) on the western shore are: *Red in the Wreckage* (this unlocks *Lost and Found*), *We're Not Thieves* (this unlocks *We're Treasure Hunters*), and *Recruitment Drive*.

GETTING XENIA'S DRACHMAE

Play the following support quests around Keos: *Red in the Wreckage*, *Lost and Found*, *We're Not Thieves*, *We're Treasure Hunters*, *Recruitment Drive*, and *A Chest Full of Drachmae*. You'll earn around 1,300 drachmae from each of these (x2 in *A Chest Full of Drachmae*), not to mention the looting you can do while on these quests. We suggest you open all contract quests from the island before you go off on the area support quests; a few contracts can be completed during the quests. The contract *Destroy the Supplies* pays 4,350 drachmae, which is much more than what the support quests pay. Once all these support quests are complete you should have what you need to pay Xenia.

I'm going to need that artifact from you now.

When you have 1,500 drachmae to pay Xenia, return to her at the Temple of Athena Medusia **(3)** and speak with her. Pay the fee.


Your "Myrrine" now sails under the name of Phoenix. She started as a member of my crew, but we parted ways not too long ago.

Conversation with Xenia

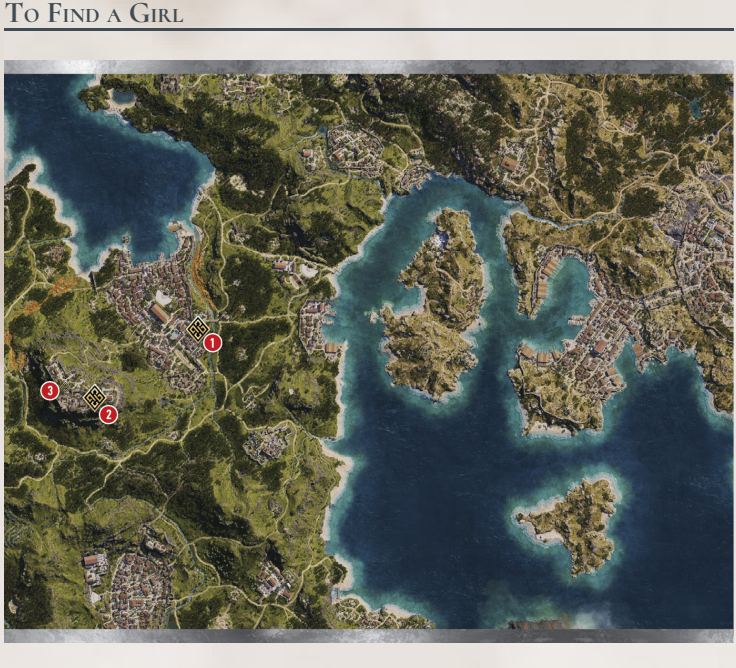
Xenia tells you about how your mother was a member of her crew and went by the name Phoenix. You can ask her where your mother is, why she left, and how Xenia met her. To continue, select **"I have what I need."** Xenia tells you your mother left and sailed southwest from here.

After the conversation, Xenia invites you to come back if you don't find what you are looking for. The quest is complete. You get a hefty amount of XP. If you talk to Xenia again after this quest, she'll give you another quest: Birds of a Feather (a side quest where you use three maps to decipher the locations of treasures).

KORINTHIA

LAND OF THE LAWLESS

To Find a Girl



RECOMMENDED LEVEL: 19

PREREQUISITE: Complete *Perikles's Symposium*

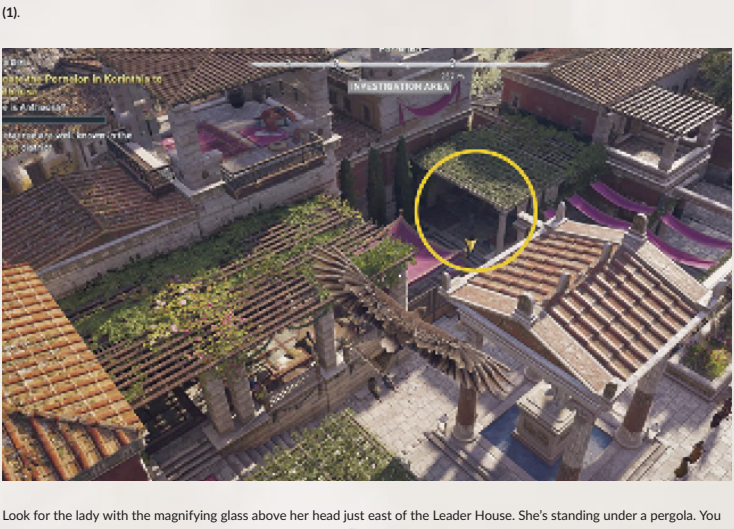
UNLOCKS: *To Help a Girl, Follow That Boat, Port of Lawlessness*

STORY: You follow Alkibiades's lead to Korinthia, a land of corrupt commerce and elusive hetaerae. So elusive are the hetaerae, in fact, that you will have some trouble finding Anthousa, their leader.

Investigate the Porneion in Korinthia to Find Anthousa

KORINTH

Travel to Korinth and head to the marker in Porneion near the Temple of Apollo. The marker leads you to the Leader House **(1)**.



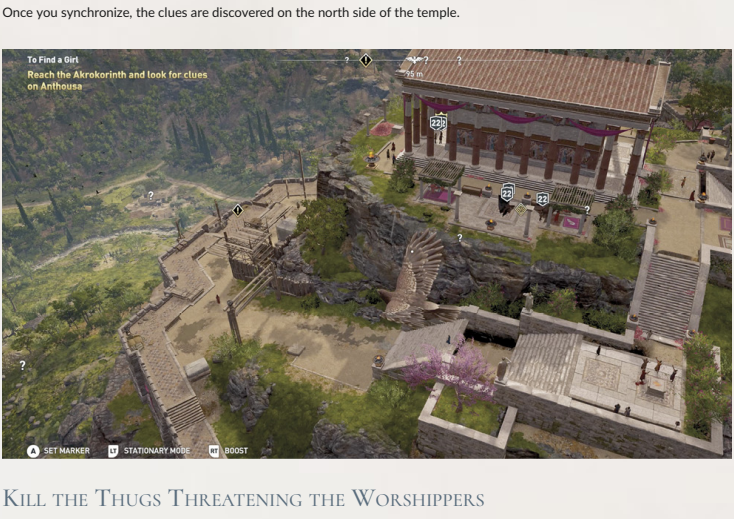
Look for the lady with the magnifying glass above her head just east of the Leader House. She's standing under a pergola. You ask her about Anthousa and she claims to know her. Tell her **"Help me find the hetaerae"** and she'll direct you to the Akrokorinth by the Temple of Aphrodite.

Don't believe all you hear. They sell what a lot of us sell in Korinth – but for them, it's not just about the flesh.

Reach the Akrokorinth and Look for Clues on Anthousa

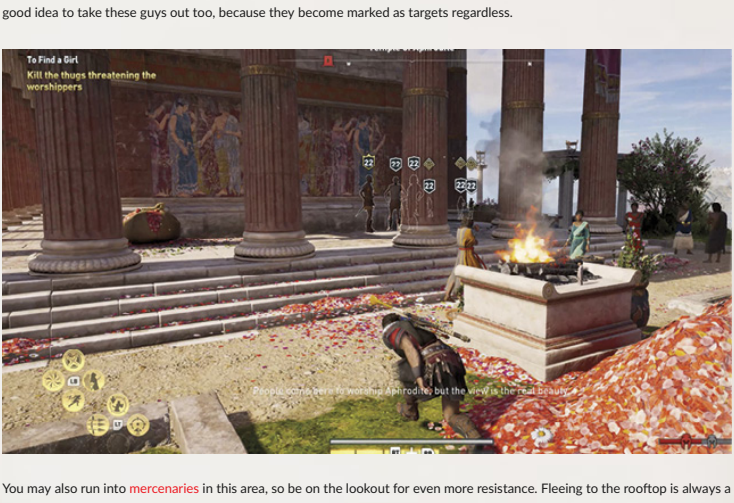
AKROKORINTH

Travel southwest to the Temple of Aphrodite **(2)** and use Ikaros to spot the target near the temple. Don't forget to synchronize. Once you synchronize, the clues are discovered on the north side of the temple.



Kill the Thugs Threatening the Worshippers

From the rooftop of the temple, look over the north side to spot the three objective markers below. These are the thugs threatening the worshippers. There's also a group of soldiers near the haystack you can jump into from the viewpoint. It's a good idea to take these guys out too, because they become marked as targets regardless.

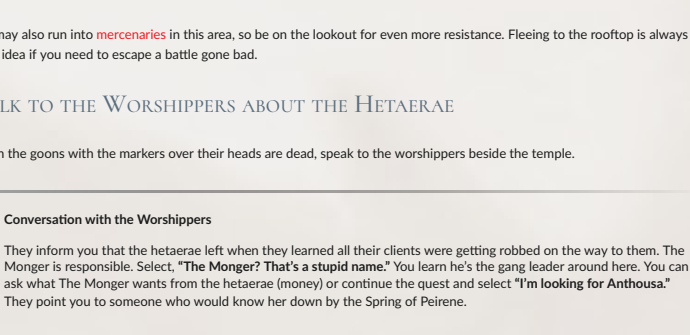


You may also run into mercenaries in this area, so be on the lookout for even more resistance. Fleeing to the rooftop is always a good idea if you need to escape a battle gone bad.

Talk to the Worshippers about the Hetaerae

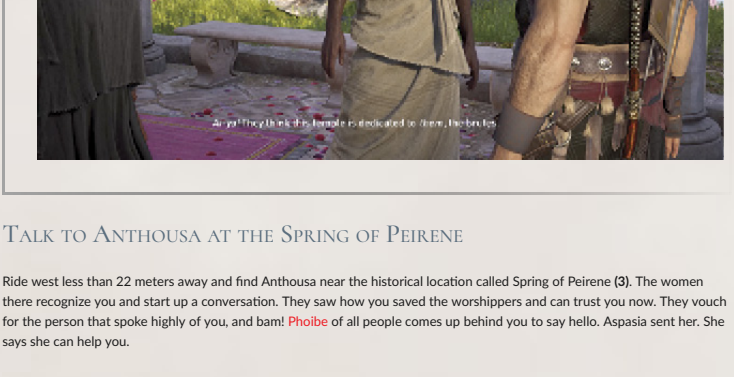
When the goons with the markers over their heads are dead, speak to the worshippers beside the temple.

> **Conversation with the Worshippers**
>
> They inform you that the hetaerae left when they learned all their clients were getting robbed on the way to them. The Monger is responsible. Select, **"The Monger? That's a stupid name."** You learn he's the gang leader around here. You can ask what The Monger wants from the hetaerae (money) or continue the quest and select **"I'm looking for Anthousa."** They point you to someone who would know her down by the Spring of Peirene.

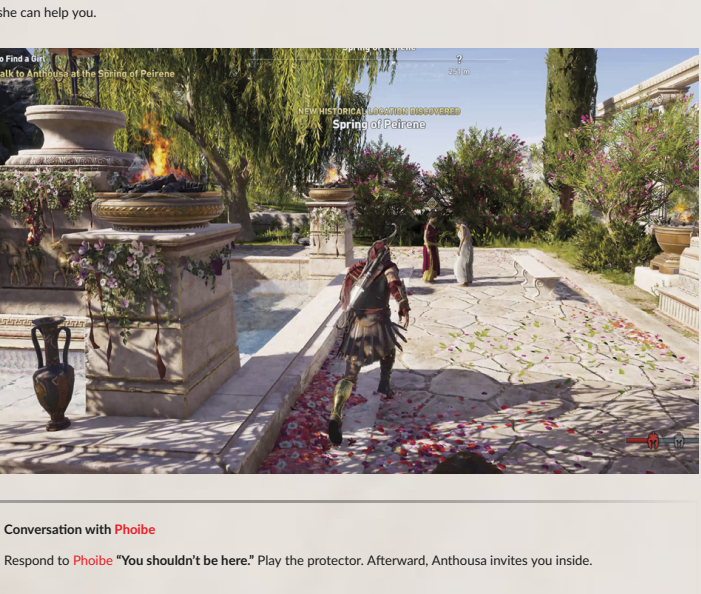


Talk to Anthousa at the Spring of Peirene

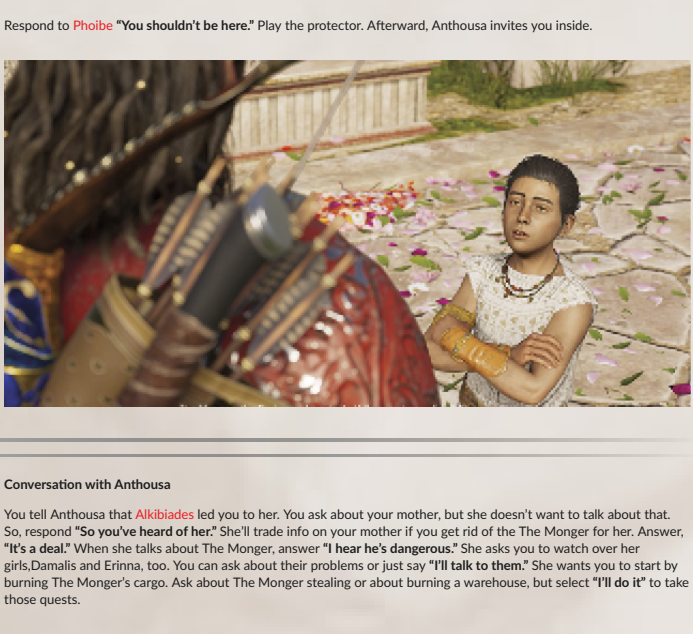
Ride west less than 22 meters away and find Anthousa near the historical location called Spring of Peirene **(3)**. The women there recognize you and start up a conversation. They saw how you saved the worshippers and can trust you now. They vouch for the person that spoke highly of you, and bam! Phoibe of all people comes up behind you to say hello. Aspasia sent her. She says she can help you.



> **Conversation with Phoibe**
>
> Respond to Phoibe **"You shouldn't be here."** Play the protector. Afterward, Anthousa invites you inside.

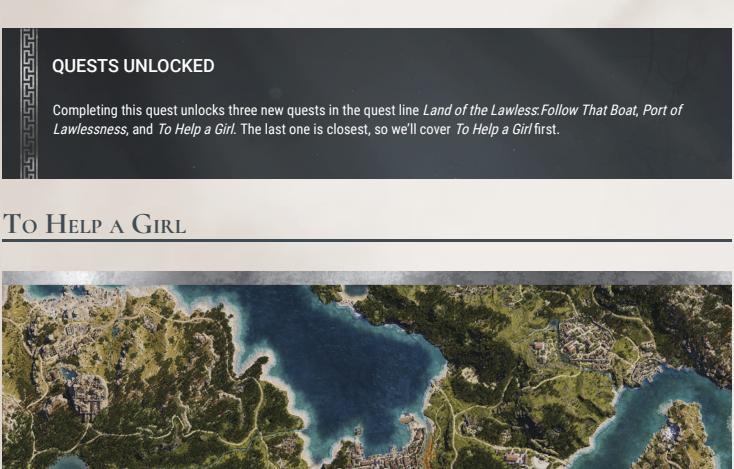


> **Conversation with Anthousa**
>
> You tell Anthousa that Alkibiades led you to her. You ask about your mother, but she doesn't want to talk about that. So, respond **"So you've heard of her."** She'll trade info on your mother if you get rid of The Monger for her. Answer, **"It's a deal."** When she talks about The Monger, answer **"I hear he's dangerous."** She asks you to watch over her girls,Damalis and Erinna, too. You can ask about their problems or just say **"I'll talk to them."** She wants you to start by burning The Monger's cargo. Ask about The Monger stealing or about burning a warehouse, but select **"I'll do it"** to take those quests.


Exactly. Go to his warehouse in the Port of Lechaion and burn his cargo. All of it. We'll let chaos take care of the rest.

> **QUESTS UNLOCKED**
>
> Completing this quest unlocks three new quests in the quest line *Land of the Lawless*: *Follow That Boat*, *Port of Lawlessness*, and *To Help a Girl*. The last one is closest, so we'll cover *To Help a Girl* first.

To Help a Girl



RECOMMENDED LEVEL: 20

PREREQUISITE: Complete *To Find a Girl*

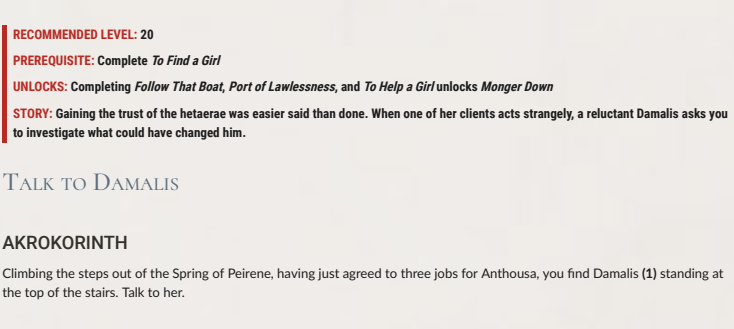
UNLOCKS: Completing *Follow That Boat, Port of Lawlessness,* and *To Help a Girl* unlocks *Monger Down*

STORY: Gaining the trust of the hetaerae was easier said than done. When one of her clients acts strangely, a reluctant Damalis asks you to investigate what could have changed him.

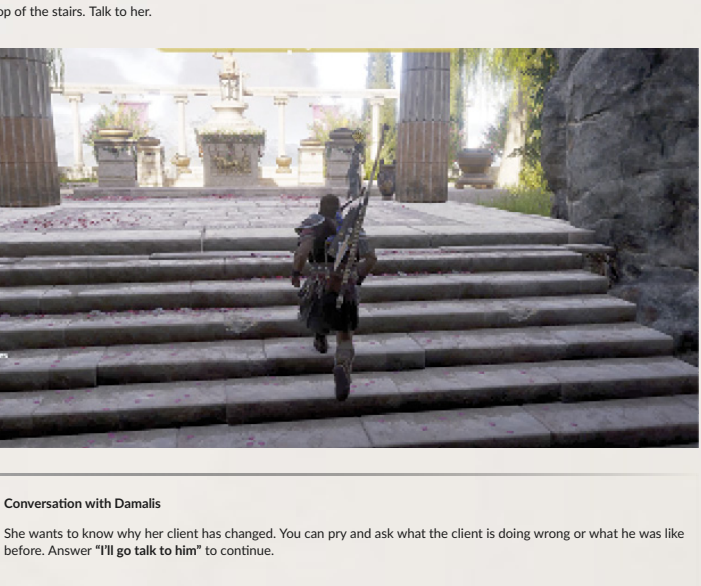
Talk to Damalis

AKROKORINTH

Climbing the steps out of the Spring of Peirene, having just agreed to three jobs for Anthousa, you find Damalis **(1)** standing at the top of the stairs. Talk to her.



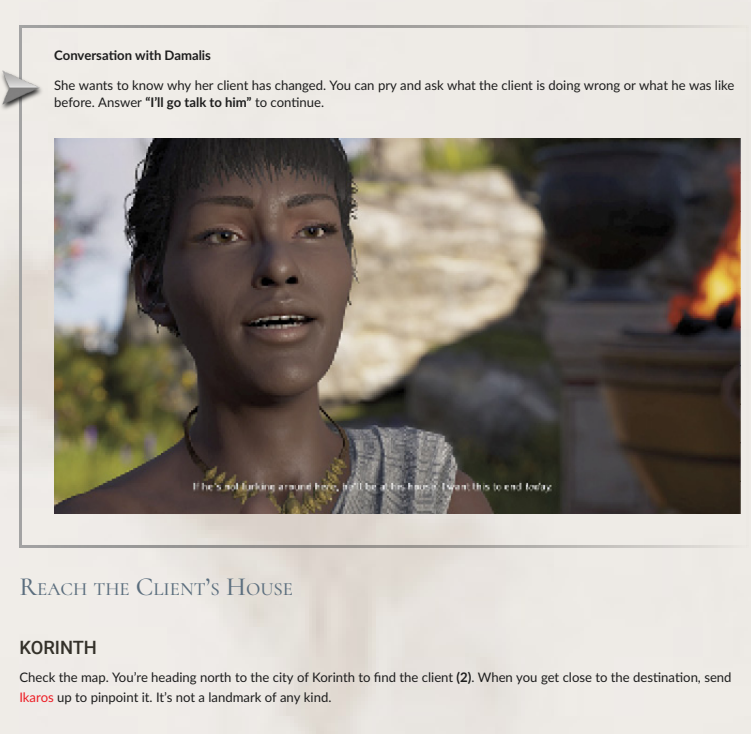
> **Conversation with Damalis**
>
> She wants to know why her client has changed. You can pry and ask what the client is doing wrong or what he was like before. Answer **"I'll go talk to him"** to continue.



Reach the Client's House

KORINTH

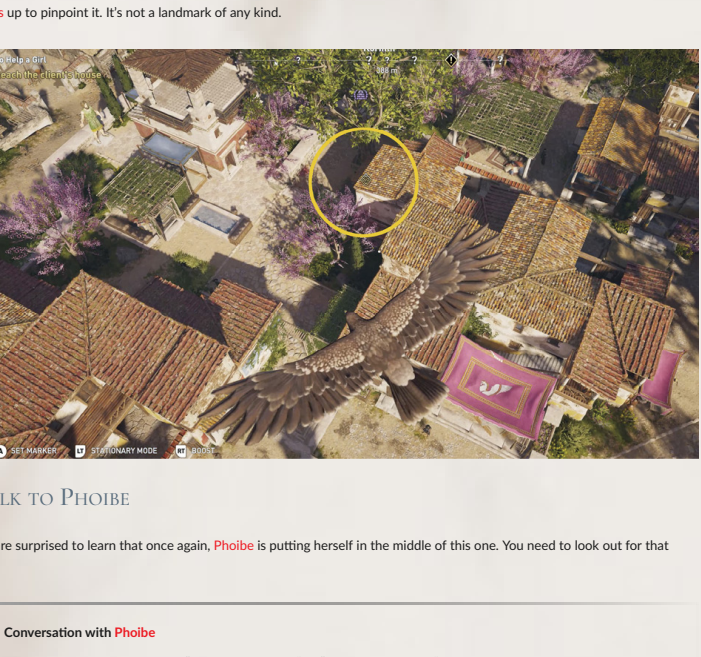
Check the map. You're heading north to the city of Korinth to find the client **(2)**. When you get close to the destination, send Ikaros up to pinpoint it. It's not a landmark of any kind.



Talk to Phoibe

You are surprised to learn that once again, Phoibe is putting herself in the middle of this one. You need to look out for that girl.

> **Conversation with Phoibe**
>
> She wants to help you. Answer **"You better behave"** or **"Good idea, Phoibe,"** neither of which gives you an option to tell her to sit this one out. Ask her about the mumbling by selecting **"Tell me what he said."** Damalis's client said something about having to meet someone at Phaia's pig farm tonight to get a deed to some land. He also mentioned Deinomenes. Remember this information; you'll need it for a timed conversation challenge.



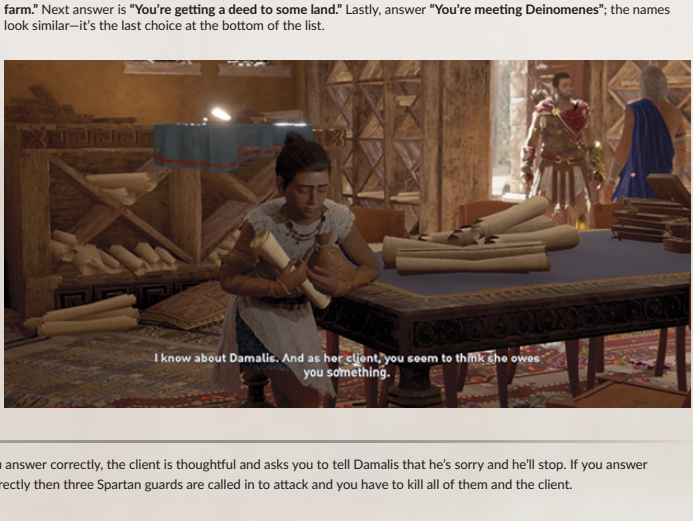
Phoibe is going to help you by seeing what she can find in the house while you distract theoccupants.

Talk to the Client

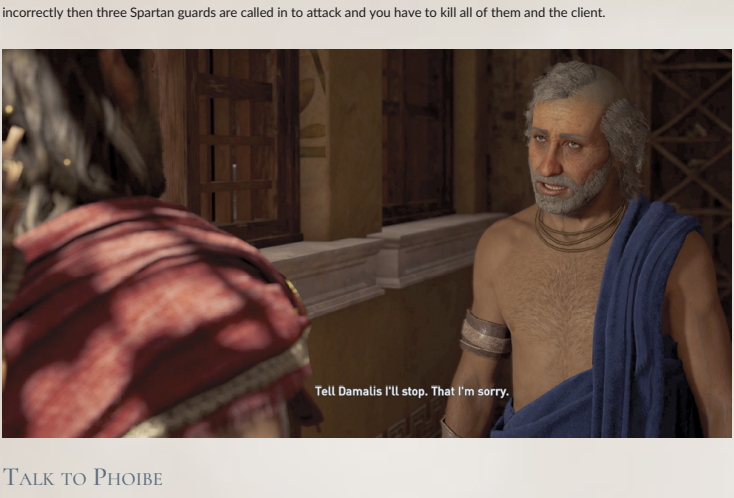
Enter the house, following the marker inside to the client. A cinematic takes you into theconversation.

> **DON'T FORGET: PIG FARM, DEED, DEINOMENES**
>
> If you do not answer the questions in the next conversation correctly the quest plays out differently. Answer correctly and be rewarded.

> **Conversation with the Client**
>
> The conversation options are available on a timer display that quickly drains. There are three answers you need to find from the clues Phoibe told you about. With each correct answer, Phoibe gets another item from the house for a total of three items. If you fail, you fight. Here is how to answer each question: First select **"You have a meeting at Phaia's pig farm."** Next answer is **"You're getting a deed to some land."** Lastly, answer **"You're meeting Deinomenes"**; the names look similar—it's the last choice at the bottom of the list.

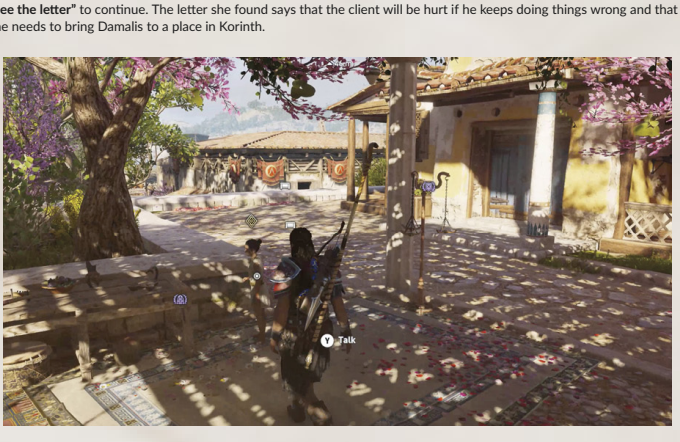

I know about Damalis. And as her client, you seem to think she owes you something.

If you answer correctly, the client is thoughtful and asks you to tell Damalis that he's sorry and he'll stop. If you answer incorrectly then three Spartan guards are called in to attack and you have to kill all of them and the client.



Talk to Phoibe

> **Conversation with Phoibe**
>
> Exit the home and head directly to Phoibe, who's now around 30 meters away under the pergola to the east. Ask her about the three items she has (if you answered all the conversation options correctly): **"What about the coin purse or the iron poker?"** The iron poker connects the cultist torturer to The Monger. Now you know who he is. Ask her **"Let's see the letter"** to continue. The letter she found says that the client will be hurt if he keeps doing things wrong and that he needs to bring Damalis to a place in Korinth.

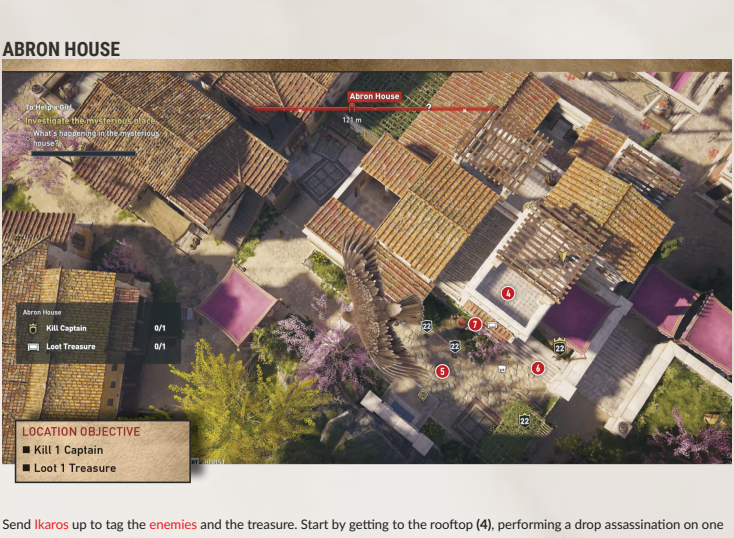


And it says more... That he needs to bring Damalis to a place here in Korinth. There's directions. What do you think it is?

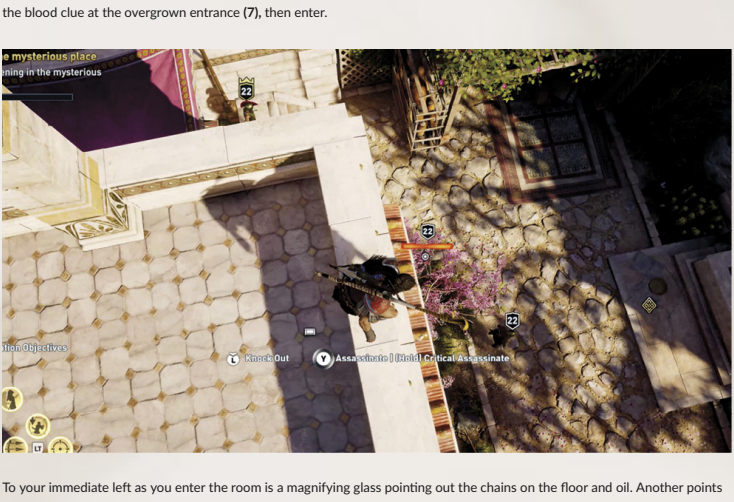
Investigate the Mysterious Place

At the end of the successful branch of this quest, Phoibe gives you the client's sword, the **curved obsidian blade**, which she stole from his house. A marker **(3)** appears 80 meters away to the south. Head there now. It has a location objective.

ABRON HOUSE



Send Ikaros up to tag the enemies and the treasure. Start by getting to the rooftop **(4)**, performing a drop assassination on one of the Spartan guards **(5)**, and then going Warrior style on the remaining soldier and the captain **(6)**. Loot and then investigate the blood clue at the overgrown entrance **(7)**, then enter.



To your immediate left as you enter the room is a magnifying glass pointing out the chains on the floor and oil. Another points out body part molds on the wall. The third and last magnifying glass is on the right side of the room. It points your direction to the lock of hair. After you investigate the last clue, a guard throws Phoibe to your feet. Grab the treasure in this room after you kill the guard.

INVESTIGATION AREA

Kill the Guard

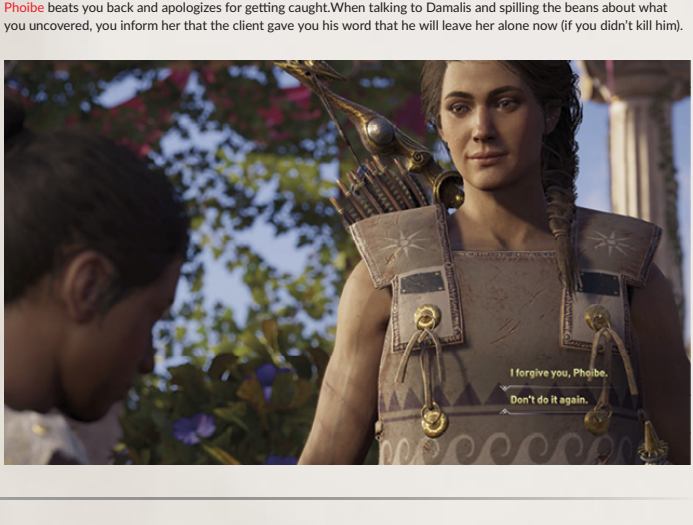
A single guard matching your level must be eliminated for putting his hands on Phoibe. This may take a good special ability attack. Nail him.

Prude. This is Korinthia! Anything goes in this fine city, and the Monger will be satisfied.

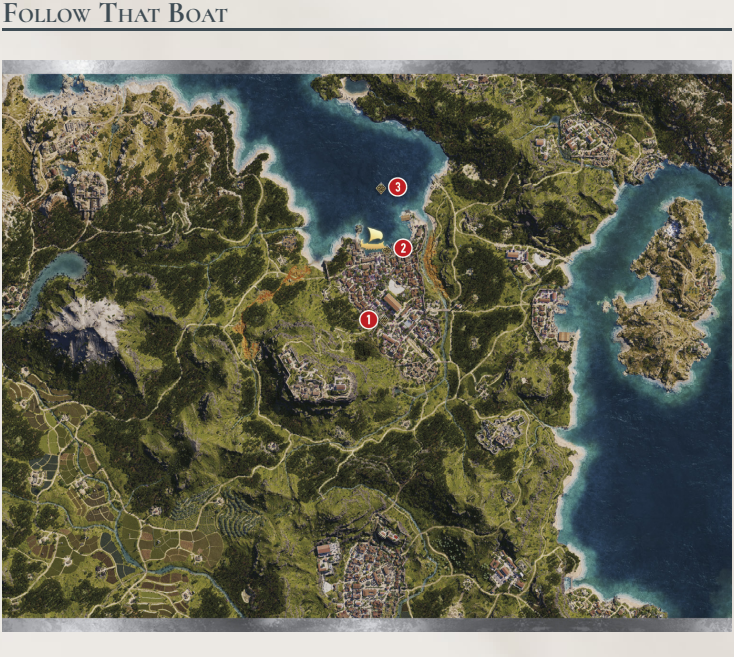
Report Back to Damalis

Be on the lookout for mercenaries around here. Deal with them now or outrun them and save them for later. Loot the place and ride to Damalis **(8)** at the Temple of Apollo to report.

> **Conversation with Phoibe and Damalis**
>
> Phoibe beats you back and apologizes for getting caught.When talking to Damalis and spilling the beans about what you uncovered, you inform her that the client gave you his word that he will leave her alone now (if you didn't kill him).



Follow That Boat



RECOMMENDED LEVEL: 21

PREREQUISITE: Complete *To Find a Girl*

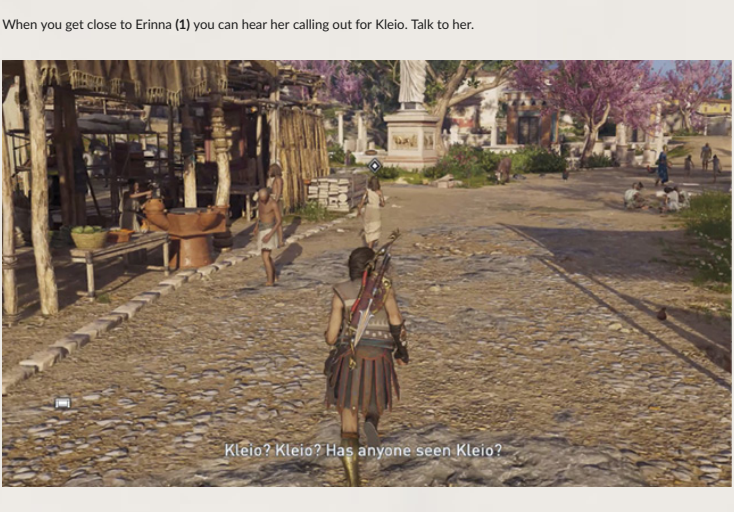
UNLOCKS: Completing *Follow That Boat, Port of Lawlessness,* and *To Help a Girl* unlocks *Monger Down.*

STORY: No member of the hetaerae would ever be left behind. Kleio has been kidnapped, and her desperate friend Erinna will do anything to have her brought back to Korinthia's shores.

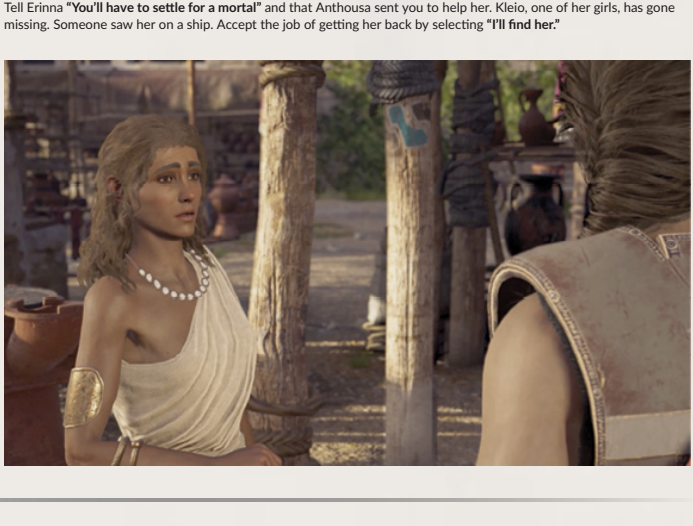
Talk to Erinna

KORINTH

When you get close to Erinna **(1)** you can hear her calling out for Kleio. Talk to her.

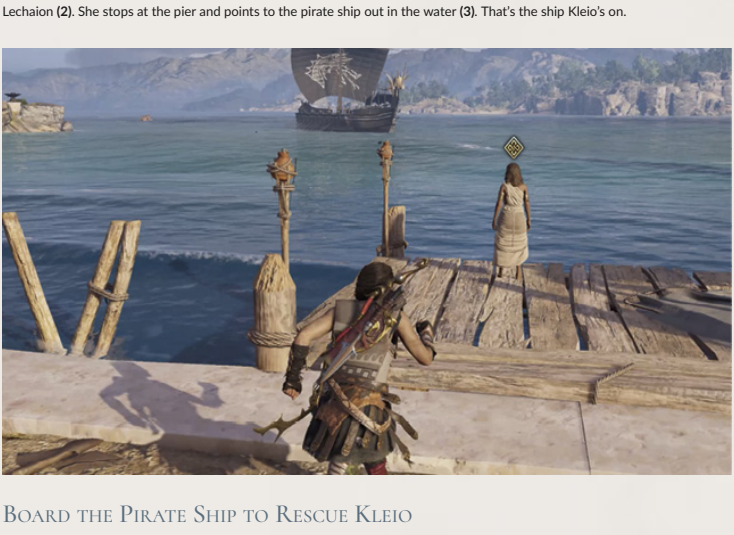


> **Conversation with Erinna**
>
> Tell Erinna **"You'll have to settle for a mortal"** and that Anthousa sent you to help her. Kleio, one of her girls, has gone missing. Someone saw her on a ship. Accept the job of getting her back by selecting **"I'll find her."**



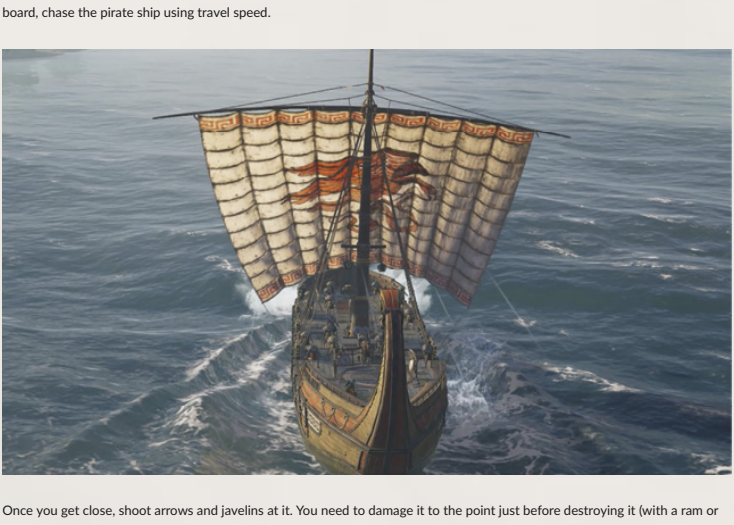
Follow Erinna to Lechaion Port

Erinna has an objective marker over her head. Follow her to the horse enclosure and pick a horse while she does the same (or just call Phobos). Follow her on horseback north past the Temple of Apollo, through a neighborhood, and to the Port of Lechaion **(2)**. She stops at the pier and points to the pirate ship out in the water **(3)**. That's the ship Kleio's on.

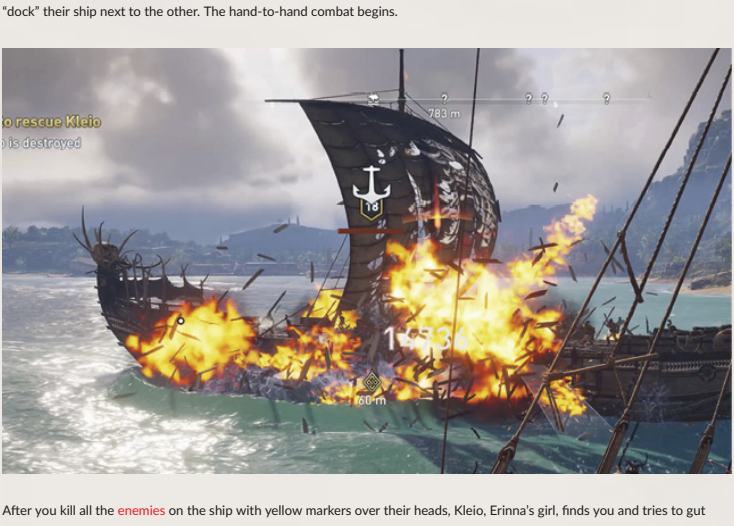


Board the Pirate Ship to Rescue Kleio

If your ship is not in port right here, then get it here quickly. Head to the dock to your left and summon your ship. Once on board, chase the pirate ship using travel speed.

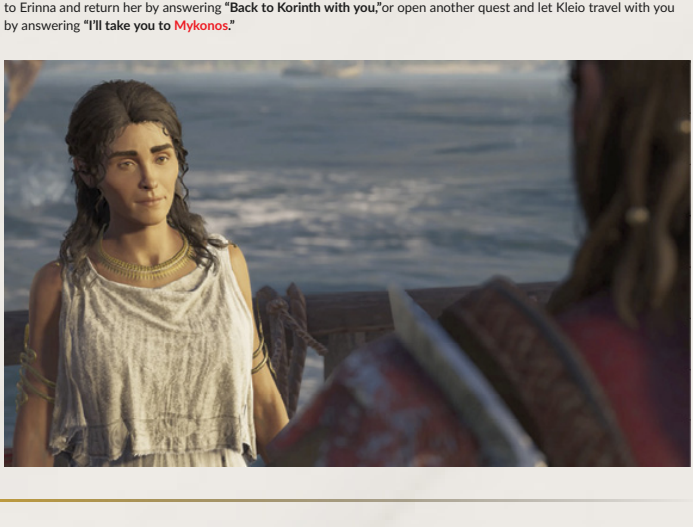


Once you get close, shoot arrows and javelins at it. You need to damage it to the point just before destroying it (with a ram or one more assault). At that point you can ride alongside the ship and choose to board it. Initiate boarding and the crew will "dock" their ship next to the other. The hand-to-hand combat begins.



After you kill all the enemies on the ship with yellow markers over their heads, Kleio, Erinna's girl, finds you and tries to gut you.

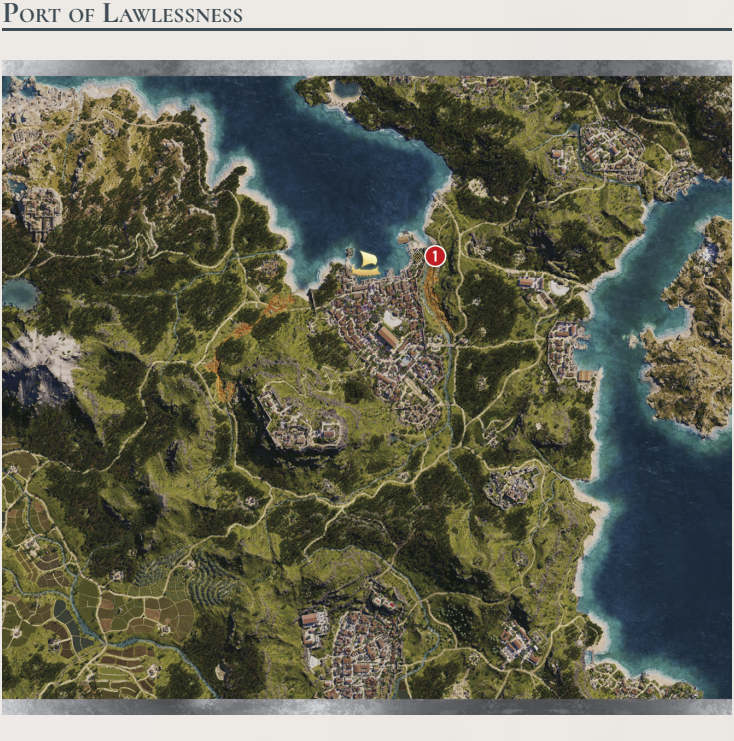
> **Conversation with Kleio**
>
> You discover that Kleio was trying to get away with these pirates. Tell her **"You don't have to be afraid"** or **"A pirate? Never!"** She wants to go to Mykonos. If you go on the route to return her then you miss another side quest opening (taking her where she wants to go). Or answer **"You scared your friend"** to get her side of the story. Keep your promise to Erinna and return her by answering **"Back to Korinth with you,"** or open another quest and let Kleio travel with you by answering **"I'll take you to Mykonos."**



Return to Erinna at the Port of Lechaion

No matter what decision you make, this next objective is the same. Take command of the ship and head back to port to talk to Erinna **(2)**. Dock the ship and run north to the next pier. Erinna and Kleio will be reunited...or not. If you are taking Kleio with you, answer **"She's safe"** and it all works out. Escort Service unlocks if you decide to take Kleio where she wants to go. You would earn a large amount of XP, 321 drachmae, and a high-level bow.

Port of Lawlessness



RECOMMENDED LEVEL: 21

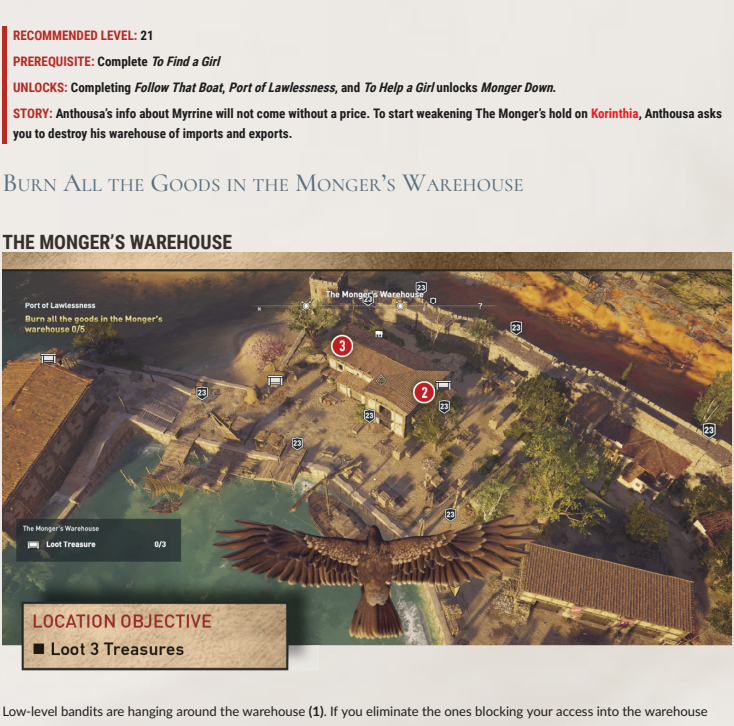
PREREQUISITE: Complete *To Find a Girl*

UNLOCKS: Completing *Follow That Boat, Port of Lawlessness,* and *To Help a Girl* unlocks *Monger Down.*

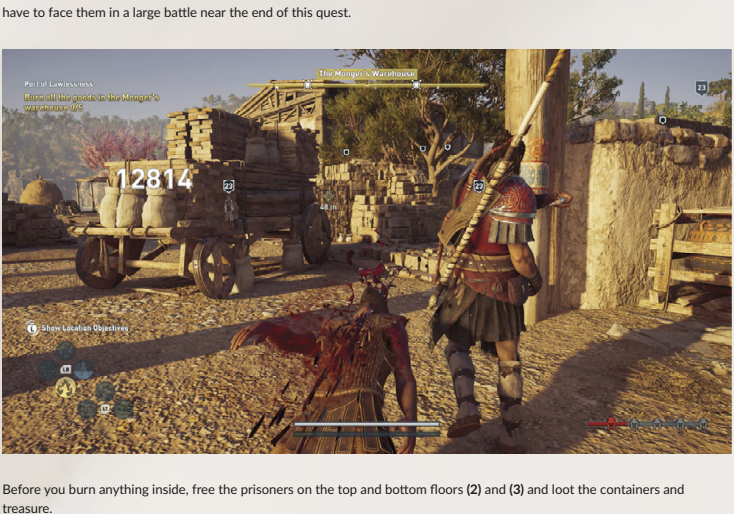
STORY: Anthousa's info about Myrrine will not come without a price. To start weakening The Monger's hold on Korinthia, Anthousa asks you to destroy his warehouse of imports and exports.

Burn All the Goods in the Monger's Warehouse

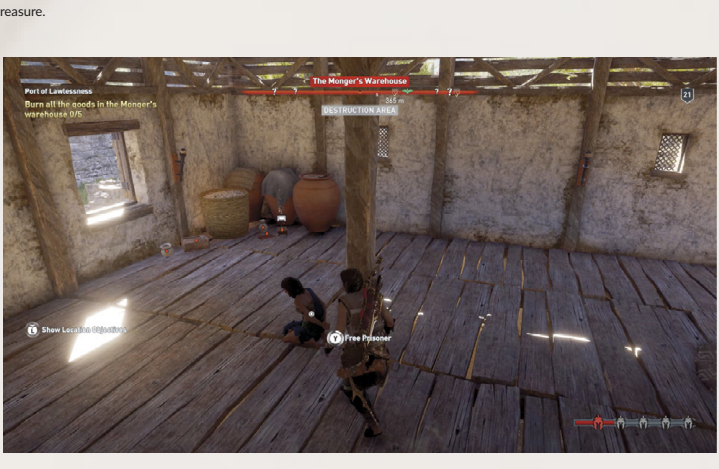
THE MONGER'S WAREHOUSE

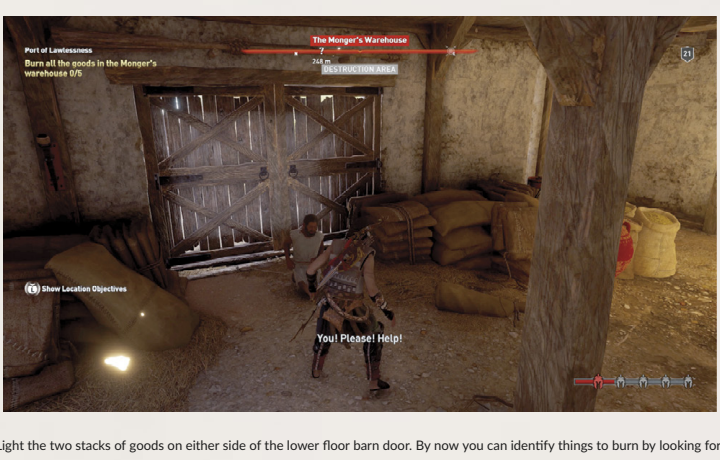


Low-level bandits are hanging around the warehouse **(1)**. If you eliminate the ones blocking your access into the warehouse you can follow the marker inside. However, if you methodically eliminate all the thugs from around the warehouse you will not have to face them in a large battle near the end of this quest.

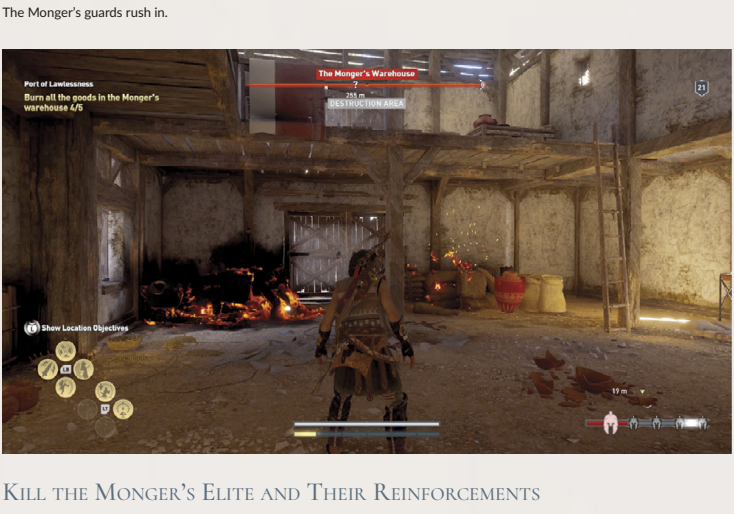


Before you burn anything inside, free the prisoners on the top and bottom floors **(2)** and **(3)** and loot the containers and treasure.



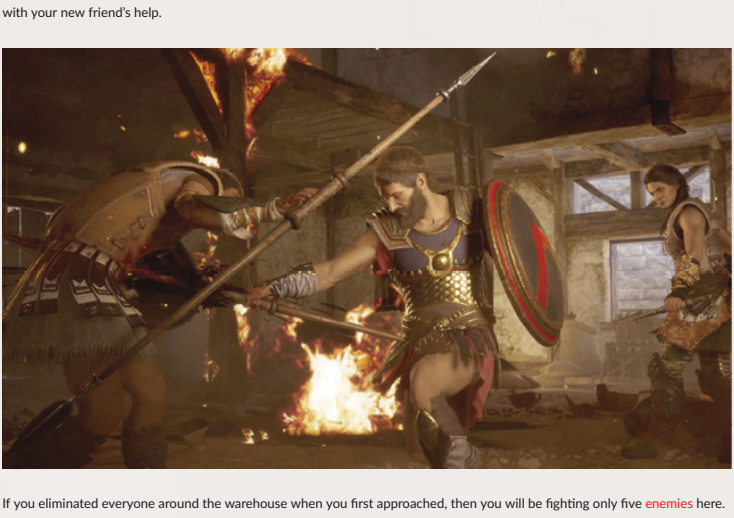


Light the two stacks of goods on either side of the lower floor barn door. By now you can identify things to burn by looking for the yellow markers over them. There are four stacks on the first floor and one on the top floor. As the last one is being burned, The Monger's guards rush in.

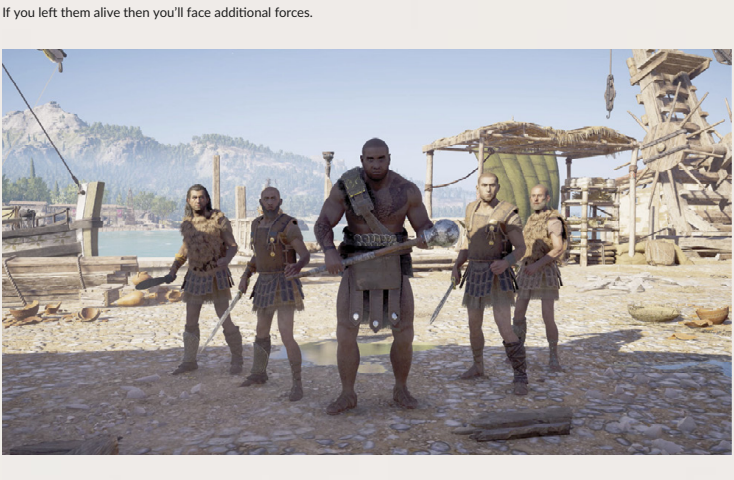


Kill the Monger's Elite and Their Reinforcements

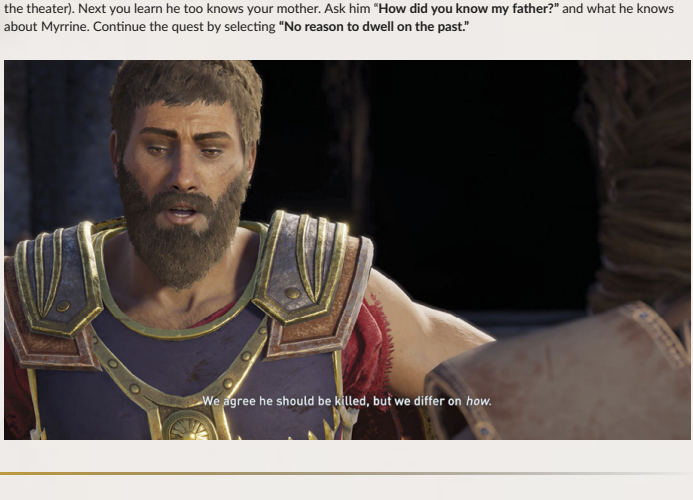
Although you're vastly outnumbered in the barn, when all looks very bleak for your survival a Spartan hero barges in and helps you eliminate a handful of men in the warehouse. The fight continues outside, where you face five enemies. Eliminate them with your new friend's help.



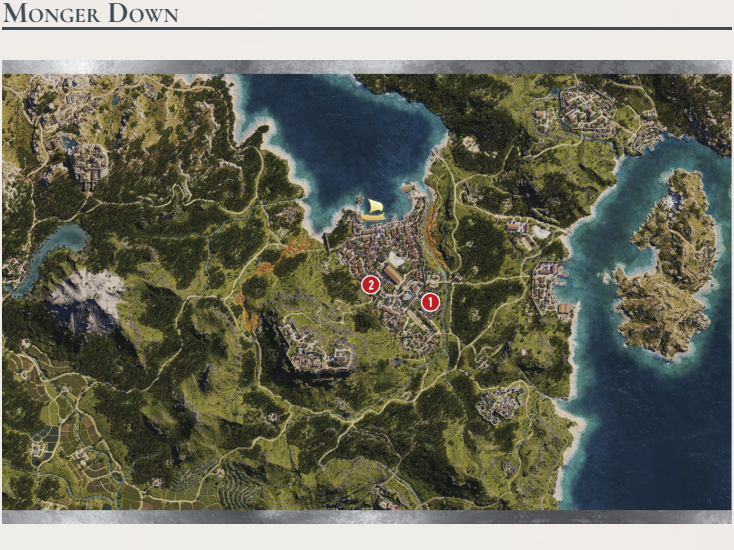
If you eliminated everyone around the warehouse when you first approached, then you will be fighting only five enemies here. If you left them alive then you'll face additional forces.



> **Conversation with Brasidas of Sparta**
>
> After the battle is won and you're talking to your new friend, you can show him who's boss by telling him you freed those trapped in the warehouse fire already. He was going to steal your thunder. You discover this spy knows Anthousa but has different ideas about how to kill their common enemy, The Monger. Select, **"Tell me your plan."** Brasidas wants him replaced with minimal bloodshed. Respond with **"Killing him isn't peaceful."** He wants to lure him into the Sacred Cave. Remember that. Respond with **"I can help you bring The Monger down"** to side with Brasidas temporarily. Or select **"I agreed to help Anthousa, not you"** to side with the lady you are trying to get information out of. We suggest you agree to help Brasidas (first choice) so you can get the bigger resolution to this quest line (you'll see the cave and the theater). Next you learn he too knows your mother. Ask him **"How did you know my father?"** and what he knows about Myrrine. Continue the quest by selecting **"No reason to dwell on the past."**



Monger Down



RECOMMENDED LEVEL: 23

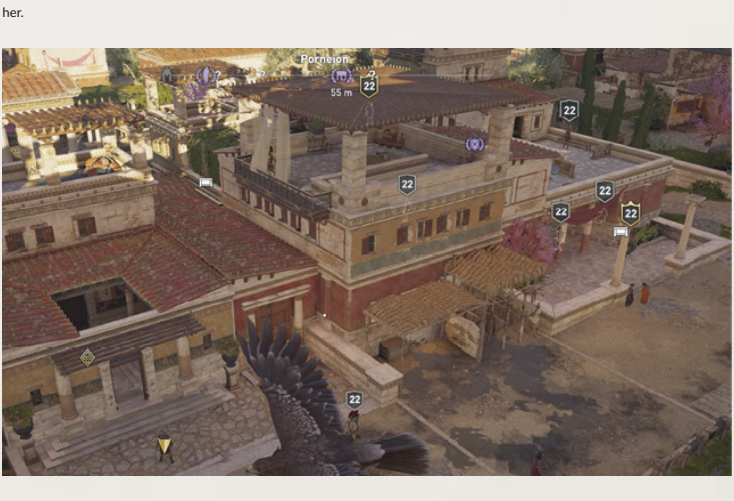
PREREQUISITE: Complete *To Help a Girl, Follow that Boat,* and *Port of Lawlessness*

UNLOCKS: *Land of the Lawless* is one of three quest lines that must be completed to unlock the quest line *Rising from the Ashes*. The quest unlocked is *Abandoned by the Gods.*

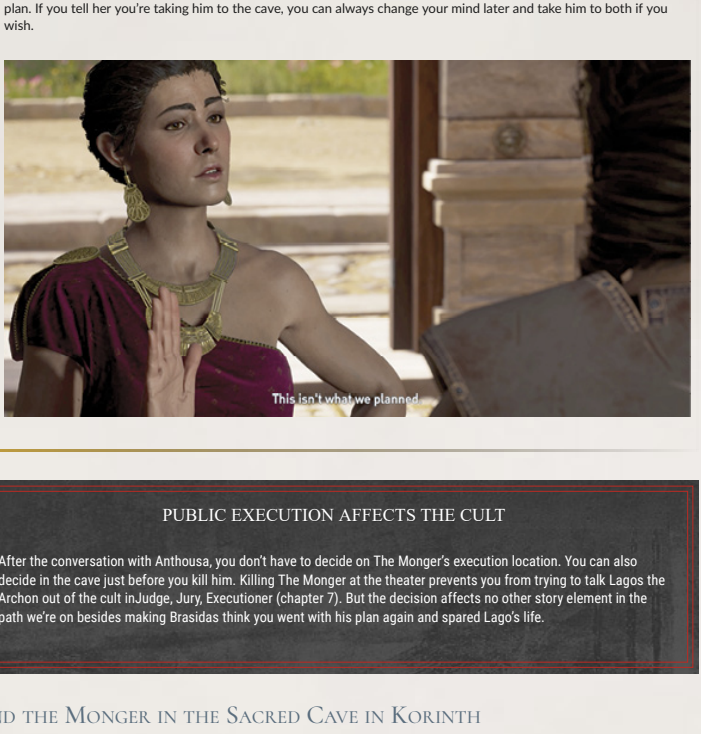
STORY: To end the war between Anthousa and The Monger, Anthousa requires one more favor: to kill him. Anthousa and Brasidas have opposing solutions, but it is up to you to make the right choice.

Talk to Anthousa in Her Home

Find Anthousa in Korinth at the Porneion **(1)**. She's next to the Leader House restricted zone. There's no door—go in and talk to her.



> **Conversation with Anthousa**
>
> Now you hear her plans of wanting to kill The Monger in the theater in front of a crowd. Hard to decide which way is the way to go? We'll do both. You tell her of Brasidas' whishes on what to do with The Monger. She gets territorial on you. Tell her **"Let's take him to the theater"** to do it her way, or **"I want to take him to the cave"** to side with Brasidas's plan. If you tell her you're taking him to the cave, you can always change your mind later and take him to both if you wish.



> **PUBLIC EXECUTION AFFECTS THE CULT**
>
> After the conversation with Anthousa, you don't have to decide on The Monger's execution location. You can also decide in the cave just before you kill him. Killing The Monger at the theater prevents you from trying to talk Lagos the Archon out of the cult inJudge, Jury, Executioner (chapter 7). But the decision affects no other story element in the path we're on besides making Brasidas think you went with his plan again and spared Lago's life.

Find the Monger in the Sacred Cave in Korinth

SACRED CAVE

Run northwest a block or two to find the destination marker **(2)** in the mouth of a cave on a descending path right next to the Temple of Apollo.

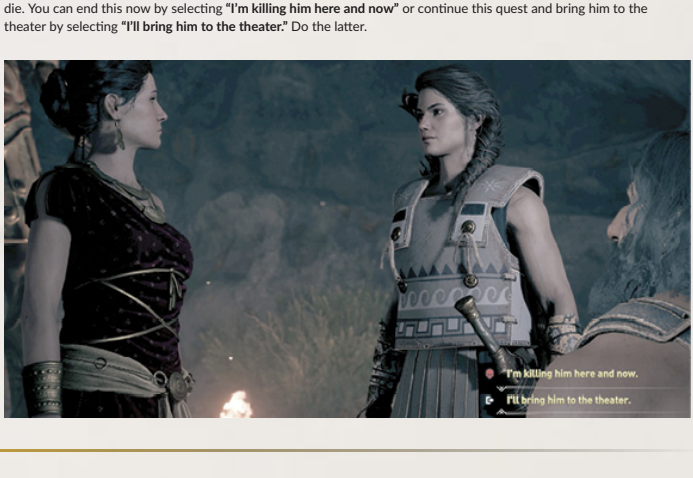
Explore deep into the cave and you'll come face to face with the very large Monger.

Kill the Monger

Turns out that The Monger knows your mother as well. You get to see a quick flashback showing their volatile relationship. The Monger, it turns out, is one of the cultists you are hunting. You'll find him in the Cultists menu.

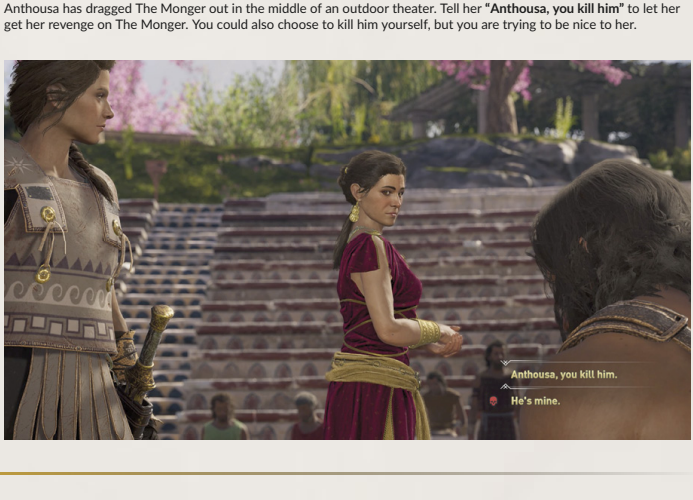
When control returns, focus your attacks on his three thugs first and then deal with The Monger when there's less commotion. The Monger is slow and you can easily draw his men away from him while you do this. Approach him when you have drained his health.

> **Conversation with Anthousa**
>
> Just as you beat The Monger close to death, Anthousa shows up and proclaims that the people of Korinth must see him die. You can end this now by selecting **"I'm killing him here and now"** or continue this quest and bring him to the theater by selecting **"I'll bring him to the theater."** Do the latter.



THE THEATER

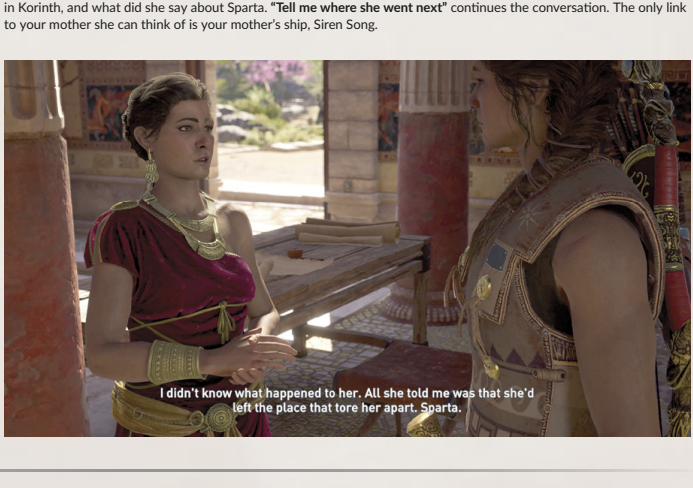
> **Conversation with Anthousa**
>
> Anthousa has dragged The Monger out in the middle of an outdoor theater. Tell her **"Anthousa, you kill him"** to let her get her revenge on The Monger. You could also choose to kill him yourself, but you are trying to be nice to her.



Anthousa's Home

After the slaughter of The Monger, you meet Anthousa at her home, where she tells you everything she knows about your mother.

> **Conversation with Anthousa**
>
> She thanks you for your help. When talking about your mother, you can ask about how they met, what she was doing in Korinth, and what did she say about Sparta. **"Tell me where she went next"** continues the conversation. The only link to your mother she can think of is your mother's ship, Siren Song.

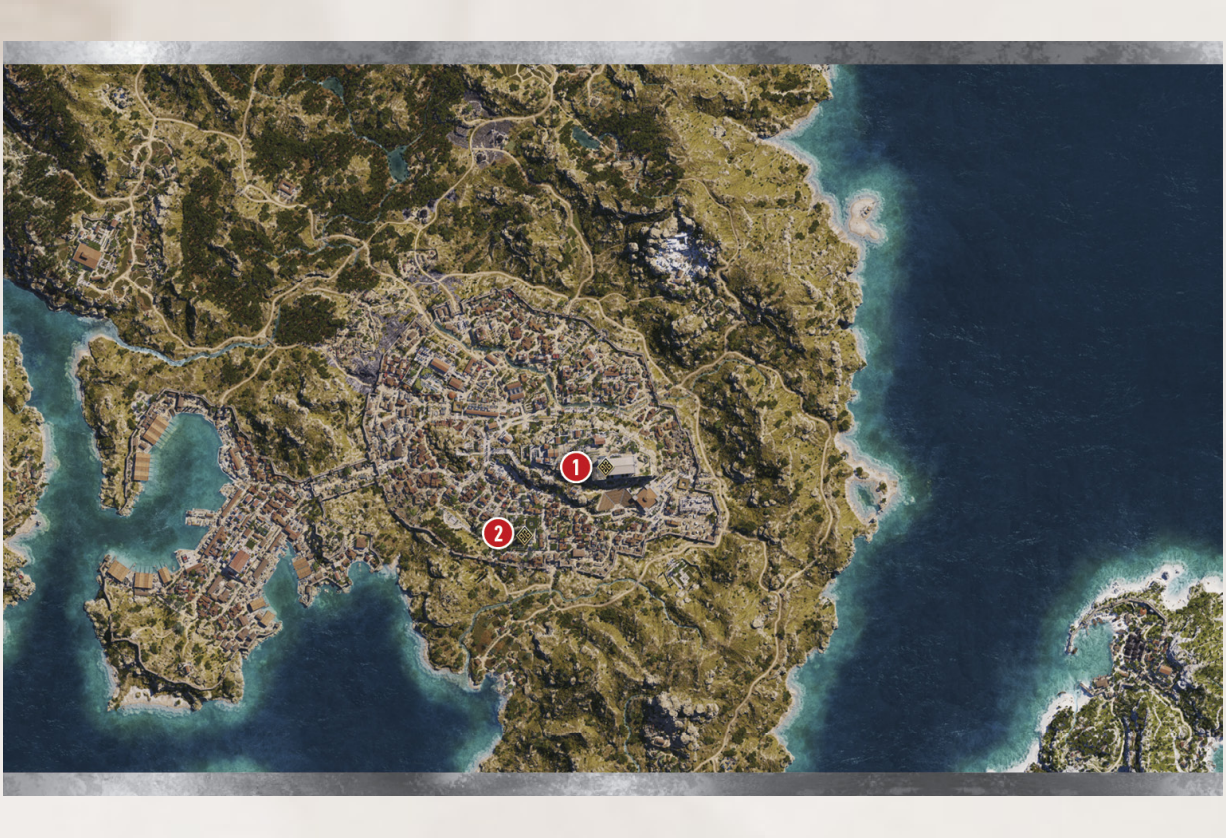

I didn't know what happened to her. All she told me was that she'd left the place that tore her apart. Sparta.

No matter how it goes down, she shares the information about your mother. You earn the **sage letter to The Monger** (a cultist clue), an **artifact fragment** (quest item), and the **Spartan war hero helmet** when you complete this quest, along with a large amount of drachmae and XP.

ATTIKA

RISING FROM THE ASHES

Abandoned by the Gods



RECOMMENDED LEVEL: 27

PREREQUISITE: Complete the quest lines ***Pirate Hospitality***, ***Land of the Lawless***, and ***A Prescription for Discovery***

UNLOCKS: And the ***Streets Run Red***

STORY: **It was as if the gods themselves had infected and cursed Athens with the plague. Having found the clues required to locate your mother, you return to find Aspasia.**

Return to Athens

ATTIKA: ATHENS

STORY UPDATE

Myrrine was known as Phoenix. She saved your sibling and brought the baby to the priests in Argolis. After they convinced her the baby was dead, she won a ship and sailed for freedom, just like you. This should be enough information for Aspasia to help you find her now. Make your way back to Athens to talk to Aspasia. You've been there before, so you can fast-travel or travel by ship and sink vessels along the way.

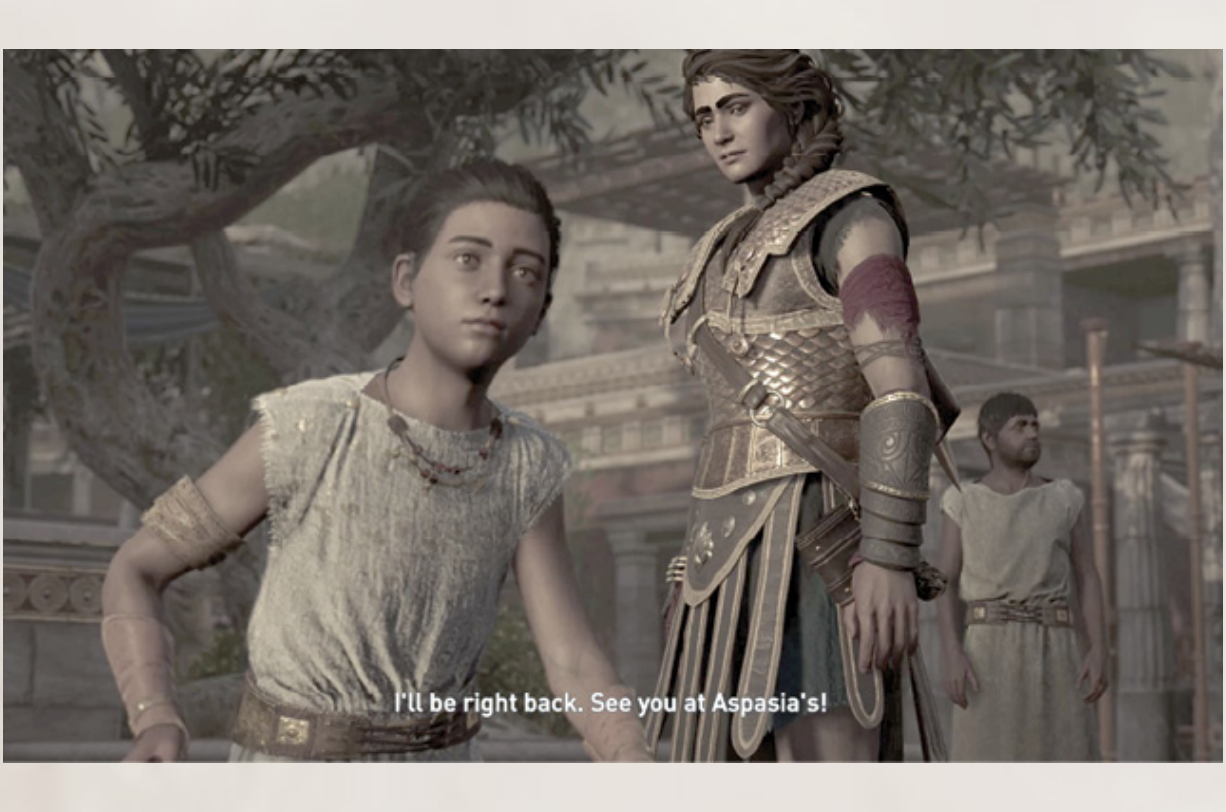
No matter how you get there (horseback, foot, or fast-travel using the statue of Athena), when you head toward the marker near the Akropolis Sanctuary **(1)** and step foot in Athens, a cinematic introduces you to the dismal state of Athens as a result of the plague.

Talk to Aspasia in Athens

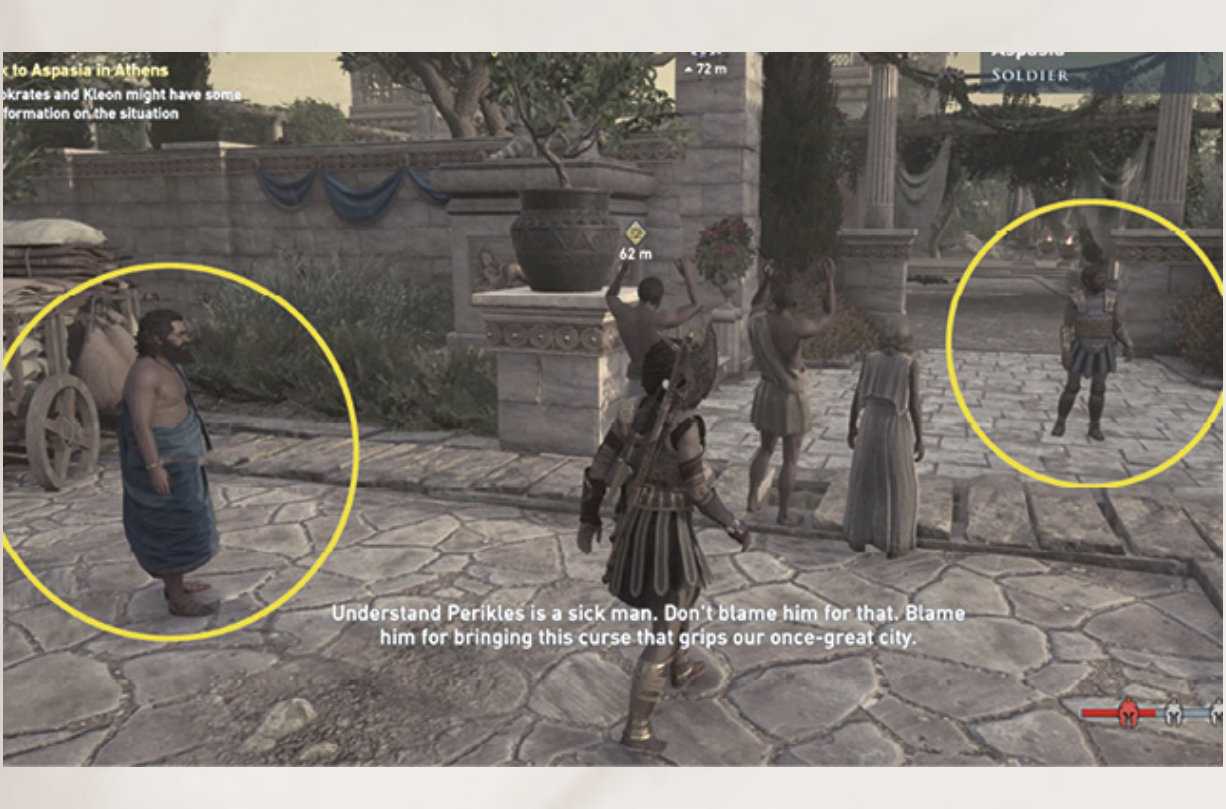
Having seen the effects of the plague on Athens firsthand, follow the next marker **(2)** to talk to Aspasia at her home (Perikles's residence). Along the way you can find Hippokrates nearby and help him with a side quest: A Growing Sickness. In it, you must burn bodies to keep the plague from spreading even more.

I try and ease the suffering where I can.

When you get within 50 meters of Perikles's residence, Phoibe comes running up to you in a hurry, says she's got somewhere to be, and runs off quickly. She says she'll meet you at Aspasia's.

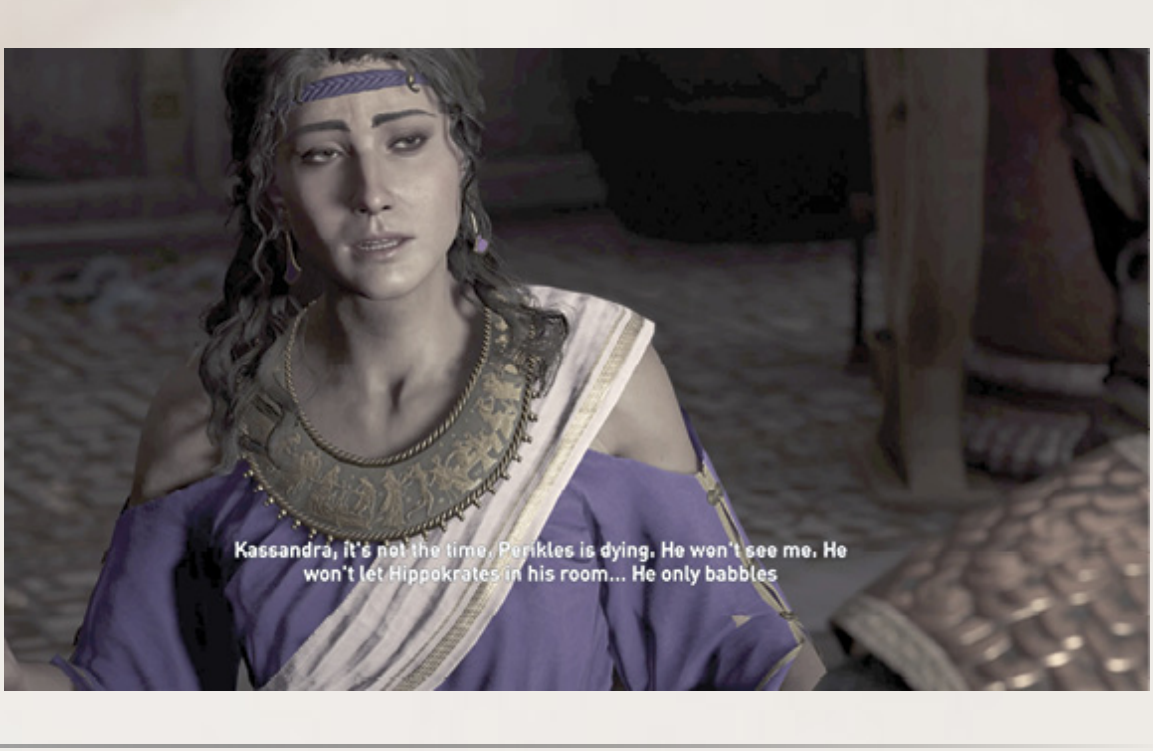

I'll be right back. See you at Aspasia's!

Sokrates and Kleon are in the crowd nearby just as the Phoibe cinematic ends. You can talk to each, but it does not change the outcome of this or the next quest. Head inside Perikles's residence; find and talk to Aspasia in the central area with the open roof.


72 m
SOLDIER
62 m
Understand Perikles is a sick man. Don't blame him for that. Blame him for bringing this curse that grips our once-great city.

Conversation with Aspasia

She welcomes you back to Athens and adds that the world they've built is crumbling at their feet. You can be pessimistic and say **"It's not looking good,"** or be optimistic and say **"We have to hold it together."** Either works. You push for information about your mother, but this is the least of Aspasia's concerns right now. Perikles is dying and does not want to see Aspasia. You can choose not to press anymore about your mother and respond, **"I'm sorry about Perikles."** He needs treatment, but he won't let her near him, so she asks you to go talk to him. She promises to talk about your mother afterward.


Kassandra, it's not the time. Perikles is dying. He won't see me. He won't let Hippokrates in his room... He only babbles

Talk to Perikles in His Room

You can follow the hallway to the stairs to get to the top level of the residence or just climb up one of the columns near Aspasia for a shortcut. Approach and interact with the closed door on his second-level room.

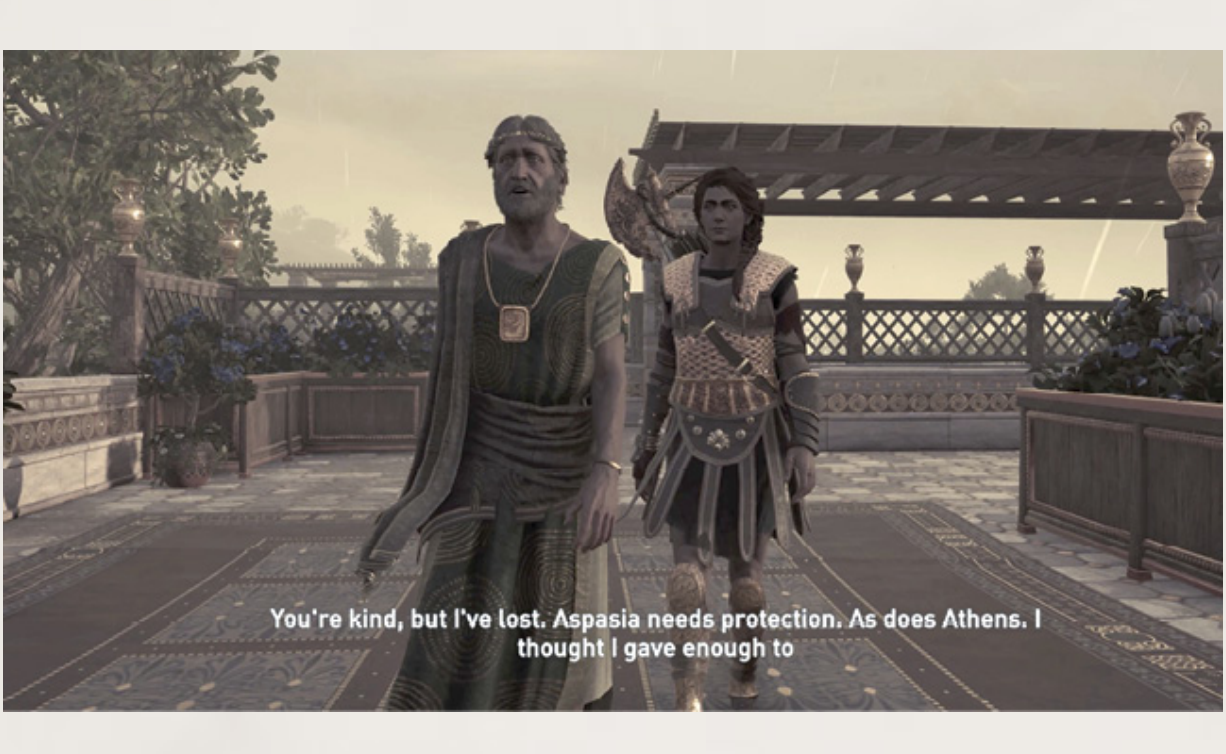
Conversation with Perikles

Perikles lets you in when he discovers it's you. He's embarrassed to be seen in his state. You can reply **"You look fine"** or **"You don't look so good."** Either choice is fine.

Well, it will belong to Kleon now. He will have to lift it out of its sorry state.

Escort Perikles to the Balcony

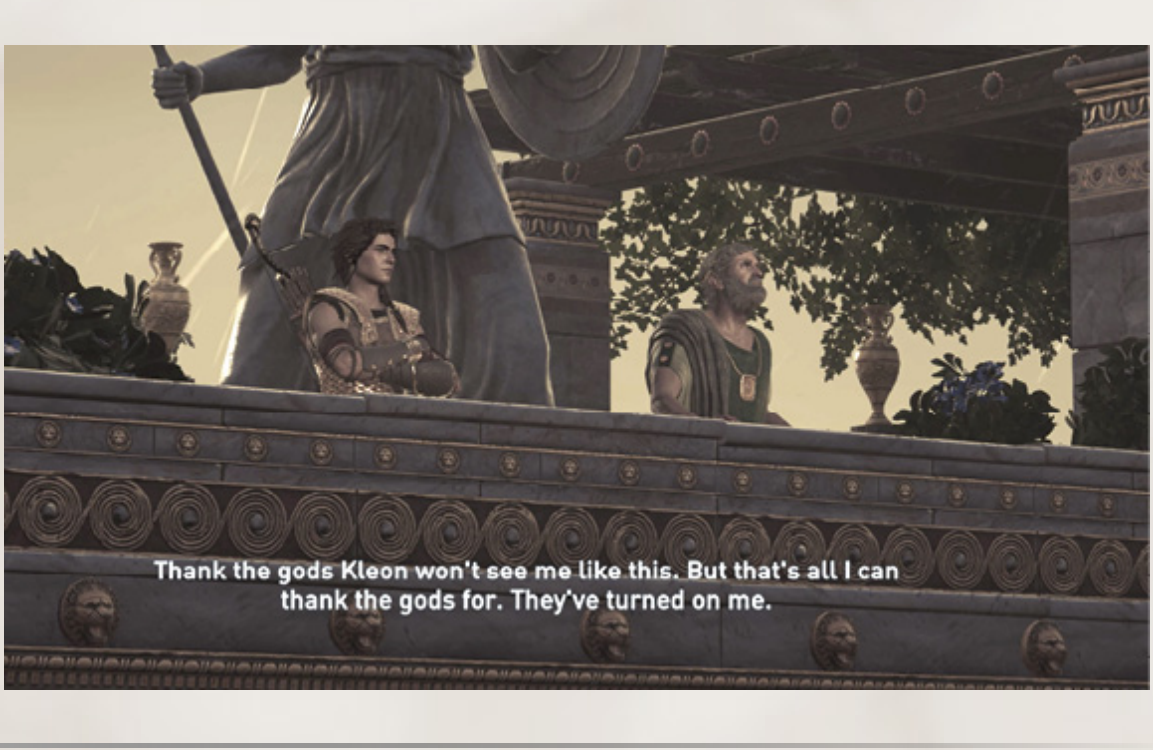
Perikles pulls himself out of bed and leaves the room. Follow him to the edge of the nearby second-level balcony.


You're kind, but I've lost. Aspasia needs protection. As does Athens. I thought I gave enough to

Conversation with Perikles

At the balcony, Perikles says he should be with the people on the streets. You tell him it's a mob and Kleon is doing nothing to calm them. Perikles thinks the gods have turned on him. You can respond, **"You can't blame the gods"** or **"The gods betrayed Athens."**

Either response is fine. You tell him he should get back in bed.


Thank the gods Kleon won't see me like this. But that's all I can thank the gods for. They've turned on me.

Time to Find Phoibe

After the conversation with Perikles, leap over the inside balcony to drop next to Aspasia, still pacing the first floor.

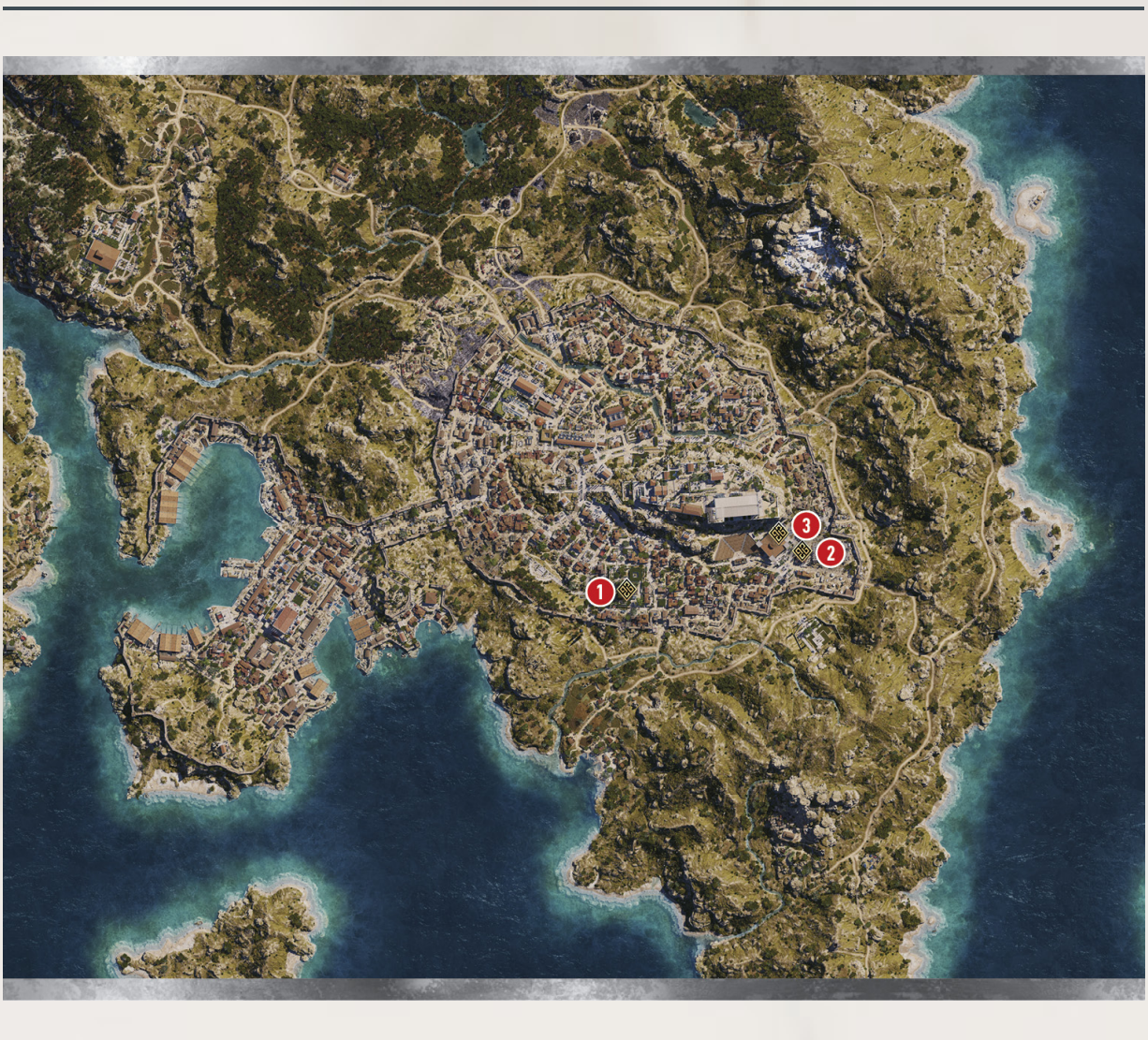
Conversation with Aspasia

You tell Aspasia that Perikles took the drugs like a good boy. This is when she drops the bomb on you. She says she had expected Phoibe back by now! She said she sent her to Anastasios to see about the ferry to leave Athens. Aspasia does not seemed too concerned about the little girl out in the dangerous streets. If you respond **"You shouldn't have sent her"** you will berate Aspasia while she tries to defend Phoibe's street smarts. You ask for the location of Anastasios's house. She tells you it's across from the Odeon of Perikles.

Give her the credit she deserves - she's more of a fighter than I was at her age.

Completing this conversation about Phoibe unlocks the quest And the Streets Run Red and completes Abandoned by the Gods. Time to make sure Phoibe is safe.

And the Streets Run Red



RECOMMENDED LEVEL: 27

PREREQUISITE: Complete ***Abandoned by the Gods***

UNLOCKS: ***Athens's Last Hope***

STORY: **Angry that Aspasia has sent Phoibe out on an errand in Athens's infected and dangerous streets, you decide to go and find your friend yourself.**

Find Phoibe and Return with Her to Aspasia

GREATER ATHENS

Aspasia said that Phoibe should be at Anastasios's house in the southwest of greater Athens. From Perikles's residence **(1)**, head east 378 meters to the theater area **(2)**. When you are 150 meters from the marker, you are prompted to search with Ikaros. Send your eagle up in the air to pinpoint the correct location. When near, Ikaros can also tag a treasure in the same home. Enter the home, rob the treasure, and enter the next room to find clues.

turn with her to
58 m

Investigate the Room

ANASTASIOS'S HOME

When you reach the room with the objective marker you discover a murder scene with three clues to inspect. Inspect the dead body on the floor. Inspect the bloody handprints on the wall.

You deduce that Phoibe wasn't there. Inspect the dead body on the bed. You suspect Deimos is involved. Leave the house.

Protect Phoibe from the Cult Guards

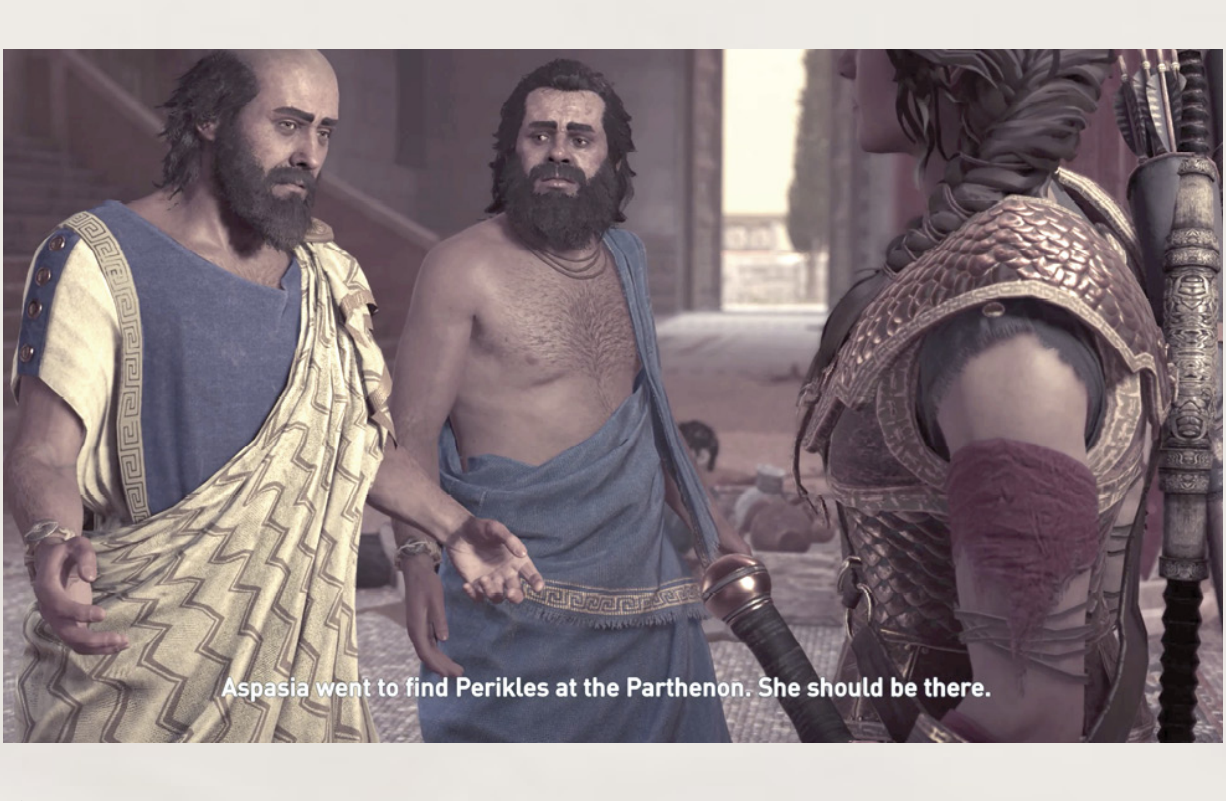
When you exit the home, you hear Phoibe scream in the distance. Looking toward the next marker **(3)** to the northwest, you can see her running from a couple of cultist guards.

27
27
7784
Hey! Stop!

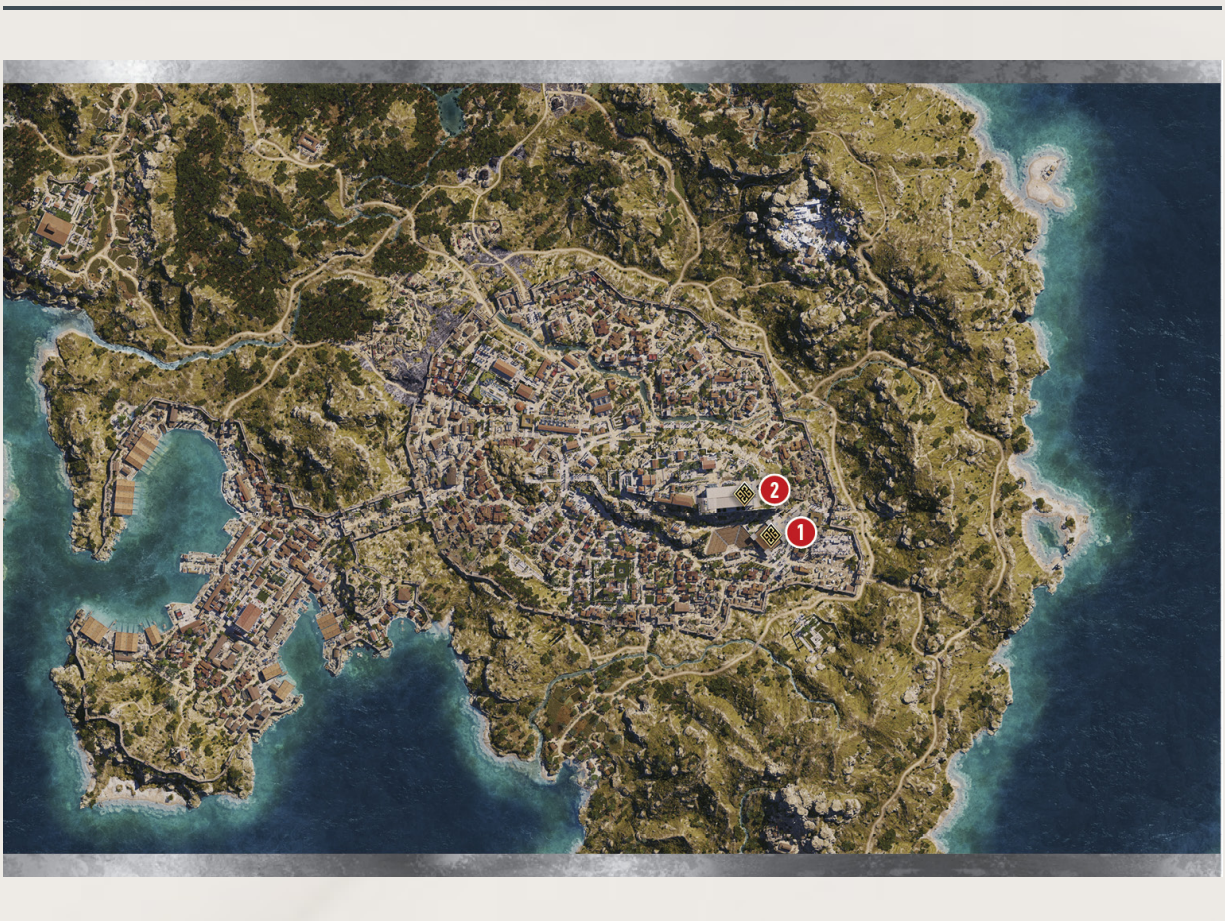
Send arrows to their heads to try to stop them. Phoibe runs into the Odeon of Perikles, where she is ambushed by a couple more cultists. Sadly, there is nothing you can do to stop what transpires. Defeat the four cultists and then check on your friend Phoibe lying propped up against a column.

Earth, mother of all, I greet you.

You break the news about Phoibe to Hippokrates and Socrates. This quest ends and Athens's Last Hope unlocks.


Aspasia went to find Perikles at the Parthenon. She should be there.

Athens's Last Hope



RECOMMENDED LEVEL: 27

PREREQUISITE: Complete ***And the Streets Run Red***

UNLOCKS: ***A Mother's Prayers***

STORY: **Athens has never looked more unlike itself. Chaos runs rampant in the streets, Phoibe is dead, Perikles is missing, and Aspasia is desperate to take him out of Athens. You have to persist.**

Talk to Aspasia at the Temple of Athena

PARTHENON

Leave the Odeon of Perikles **(1)** and head north up the hill into the Parthenon **(2)**. Find Aspasia on the steps near the entrance on the east side of the building.

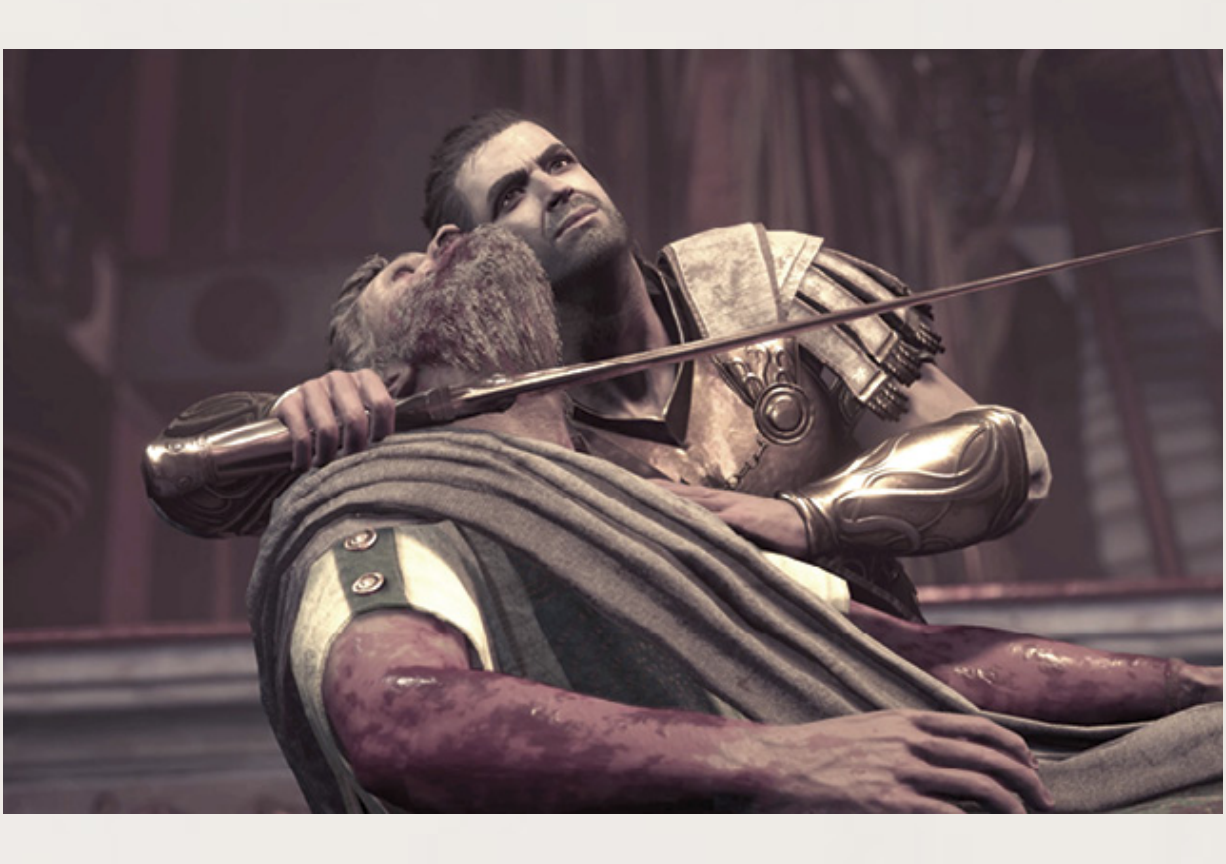
Conversation with Aspasia

When she greets you by telling you to quickly get inside (she thinks Perikles is inside), you can tell her **"Phoibe is dead because of you,"** and it's kind of true, or you can point fingers at the real problem and say, **"The cult killed Phoibe."** Your answer has no effect on the outcome.

No, you found her - she wasn't alone. I know how much of a friend she was to you.

Sokrates and Hippokrates catch up to you at the entrance to the Parthenon, asking for news on Perikles's whereabouts. During the conversation everyone hears the sounds of someone being accosted.

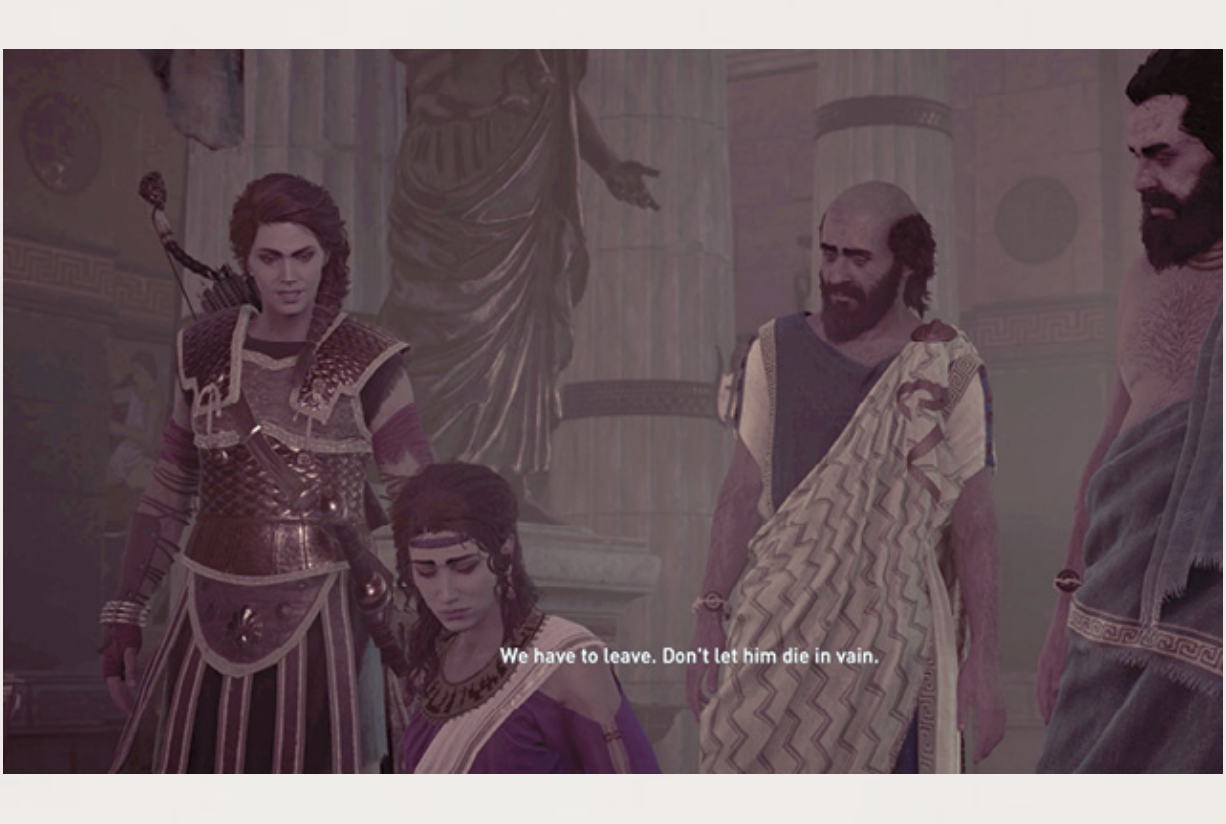
Everyone runs in to find the feeble Perikles being restrained by Deimos, who has a sword at his throat. Deimos tells you to stay out of the way and escapes while leaving two very large cultist guards to deal with you.



Kill the Cult Guards

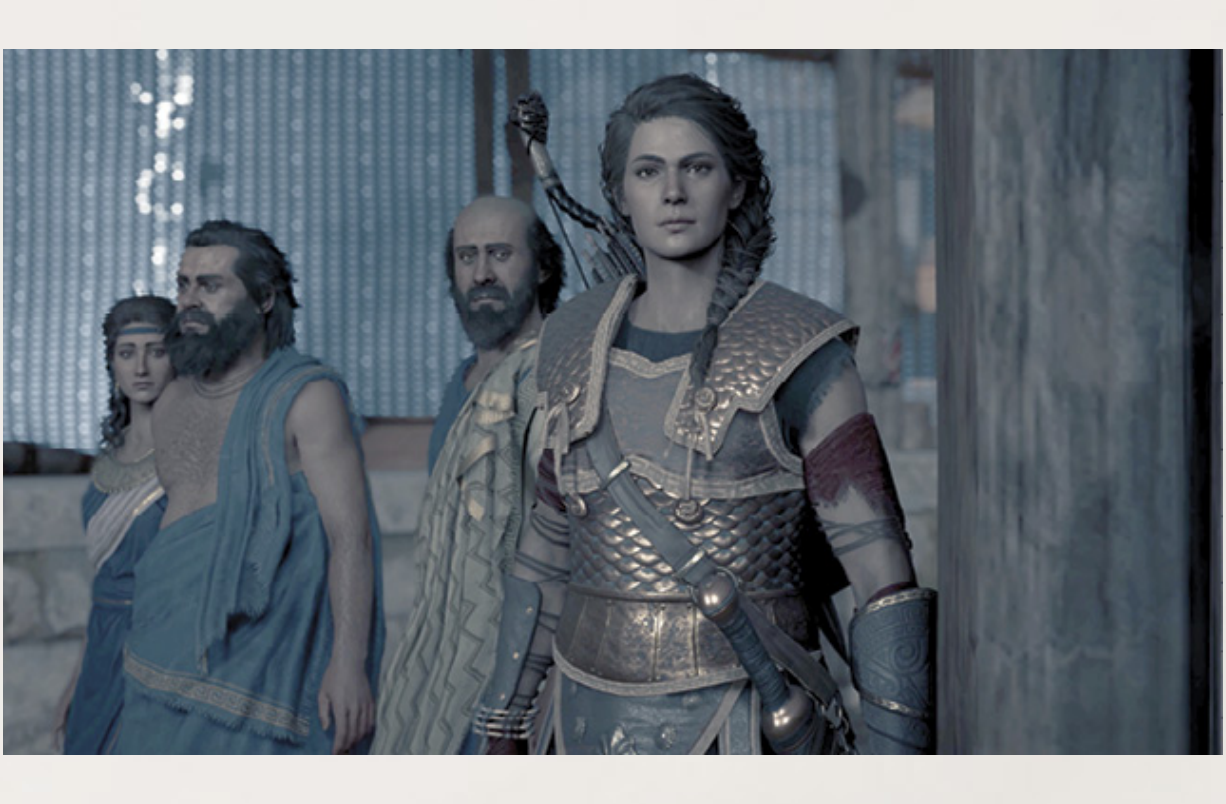
Defeat the two guards using some Warrior abilities. Use Hero Strike to deal damage right off the bat or Shield Breaker to remove a shield from the guard's hand and beat him with it.

While Aspasia cries over Perikles's body, Sokrates suggests that they get her out of Athens.


We have to leave. Don't let him die in vain.

Escape from Athens

Next, you and your group of survivors are sneaking up to your ship, which is still 70 meters away at the pier it's docked at. Make your way through the clearing while heading directly for the ship (and objective marker). Five of Kleon's Athenian soldiers find you just before you reach your ship.



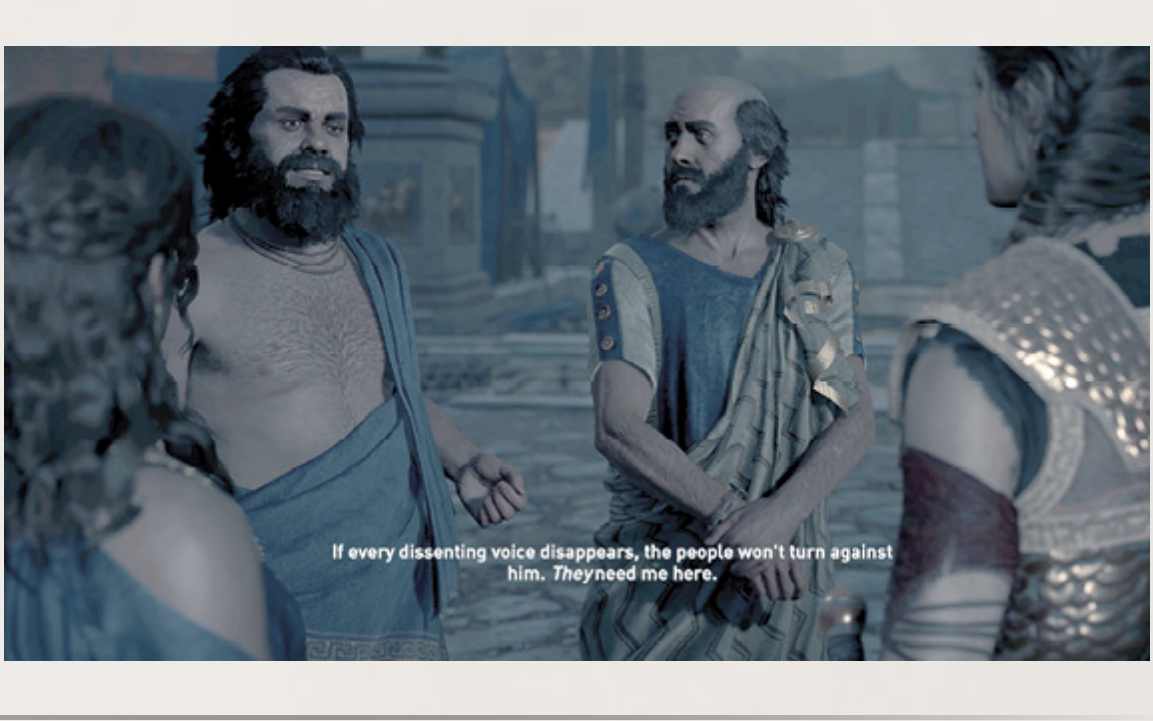
Kill the Athenian Soldiers

Kleon wants Aspasia brought to him. You can't let that happen. You alone must fight off the Athenian soldiers. There are five of them; three have shields. Use the Shield Breaker ability every time you have the adrenaline needed to do so. Build up your adrenaline with some heavy attacks, and once the meter is full again, seek out and remove another shield from a soldier. Once their defenses are down, go at them with everything you've got.

And he wants Aspasia brought to him.

Conversation with Sokrates

After the battle, Sokrates and Hippokrates decide to stay for Athens's sake. You can tell them **"Athens is ruined"** or **"You'll be killed"**—a response that displays more feelings for your friends' well-being. You ask the two to retrieve Phoibe's body and give her a decent burial.

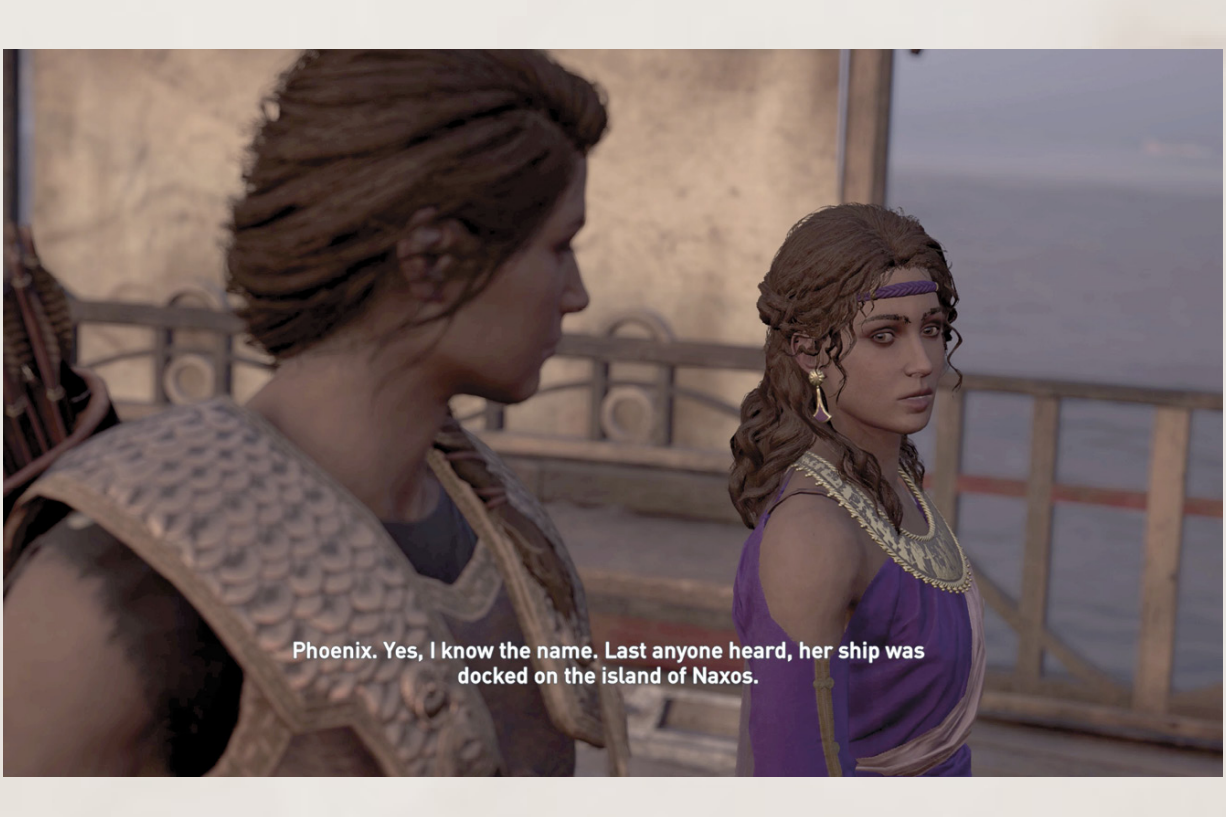

If every dissenting voice disappears, the people won't turn against him. They need me here.

Conversation with Aspasia

Once aboard the Adrestia and sailing away from Athens, you approach Aspasia as she looks out to sea. You apologize for Perikles and Athens. She says there's no need for apologies. You can respond with **"I did what I could"** or **"I should have done more."** She reaffirms that it's no one's fault but the Cult of Kosmos.

The farther we get from Athens, the quieter it grows. As though it's peaceful. But I know better.

Aspasia asks where you plan to travel now. You tell her that her information about your mother will help decide their heading. Aspasia says that Phoenix's ship was last docked on the island of Naxos.


Phoenix. Yes, I know the name. Last anyone heard, her ship was docked on the island of Naxos.

ASSASSIN'S CREED ODYSSEY

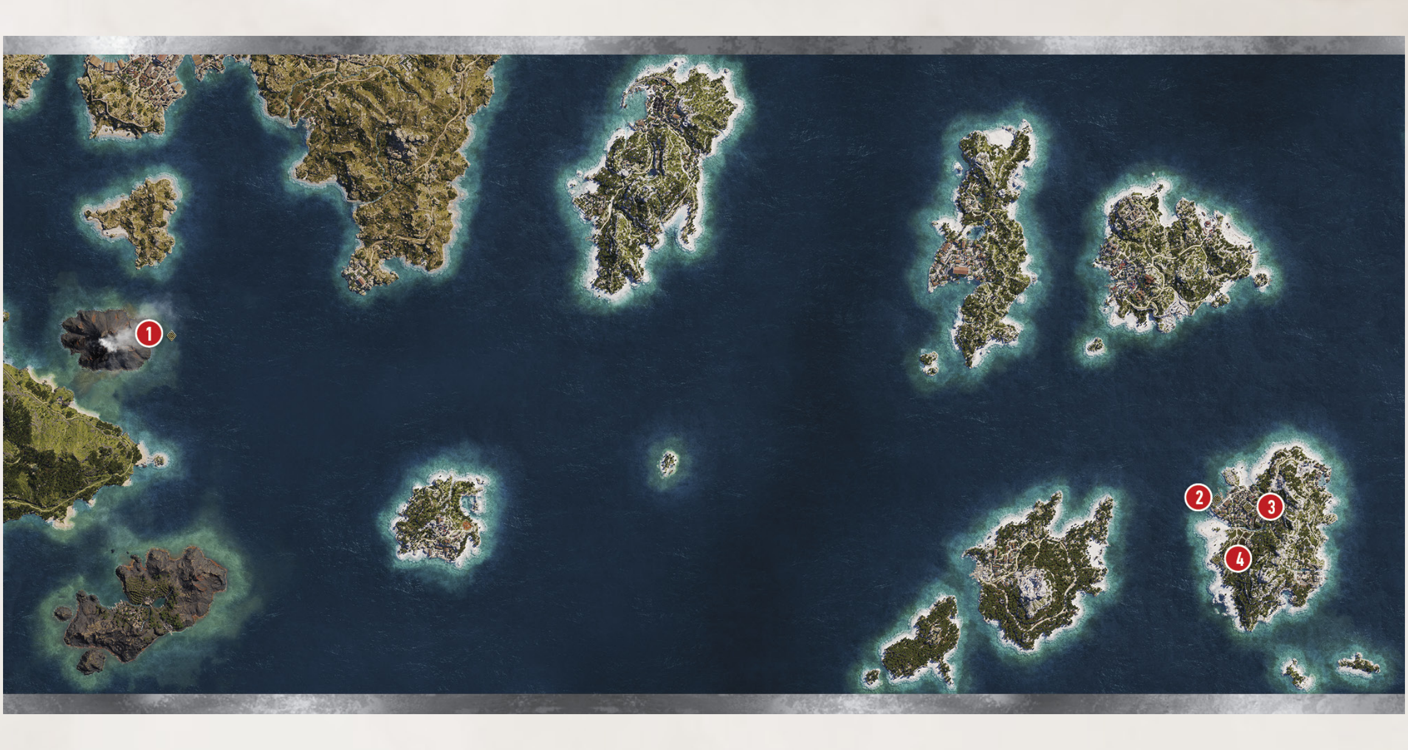
Chapter 7: Naxos, Lakonia, Arkadia, Boeotia, Elis, Messenia

The Reunion

NAXOS

THE REUNION

A Mother's Prayers



RECOMMENDED LEVEL: 27

PREREQUISITE: Complete *Athens's Last Hope*

UNLOCKS: *Catching Up*

STORY: After searching through all of the Greek world, you finally find your mother's trail. Although 17 years have passed, the time has come to reunite with her in Naxos.

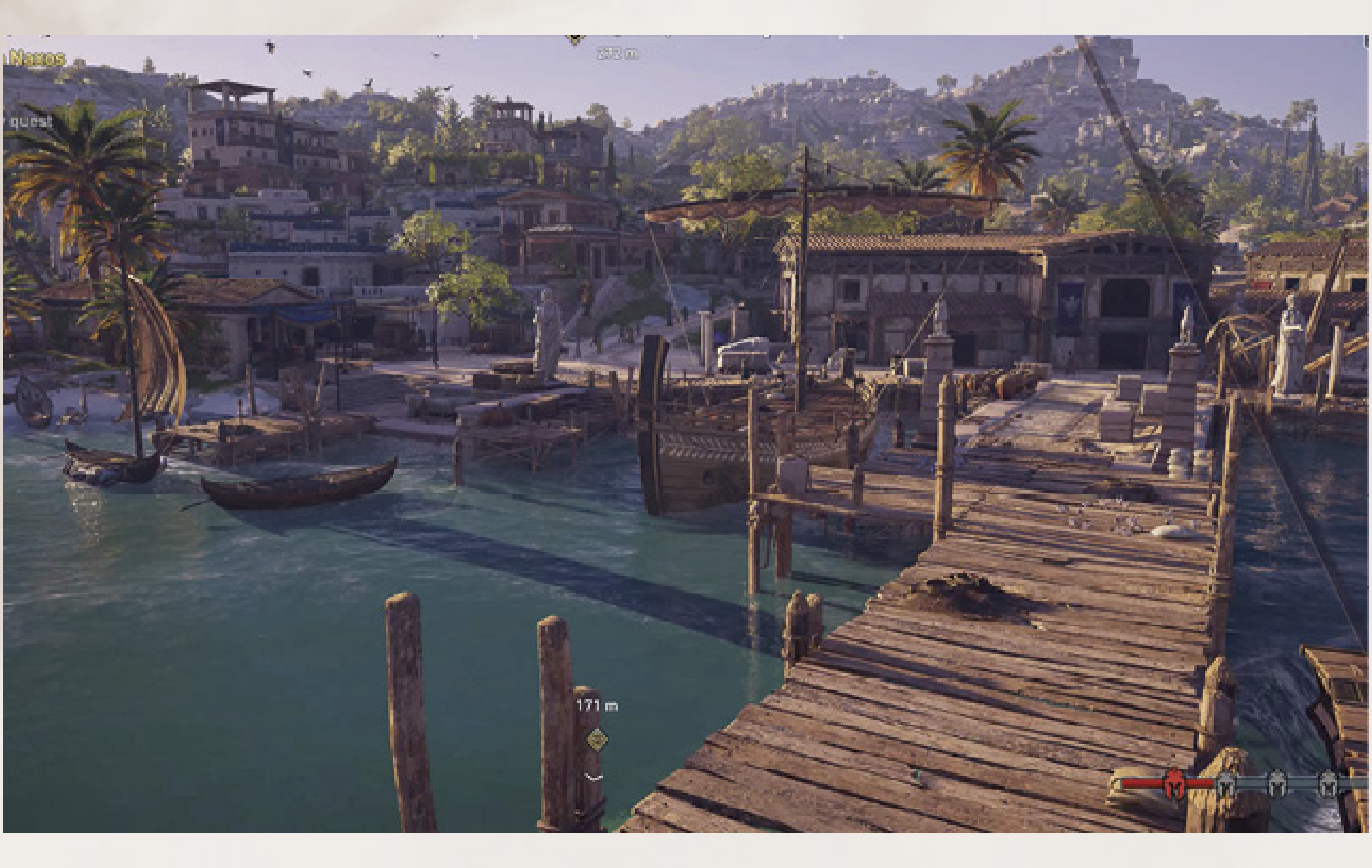
Meet Myrrine in Naxos

FOUNDRY OF HEPHAISTOS

When you gain control of your ship **(1)** after completing Athens's Last Hope, you find yourself and your crew sailing off the eastern shores of the small island called Foundry of Hephaistos. It's a long 5,400 meters west to reach Naxos **(2)**. Sail and have fun at sea. Sink as many ships along the way as you can (except for merchant ships; sinking them raises the bounty on you).

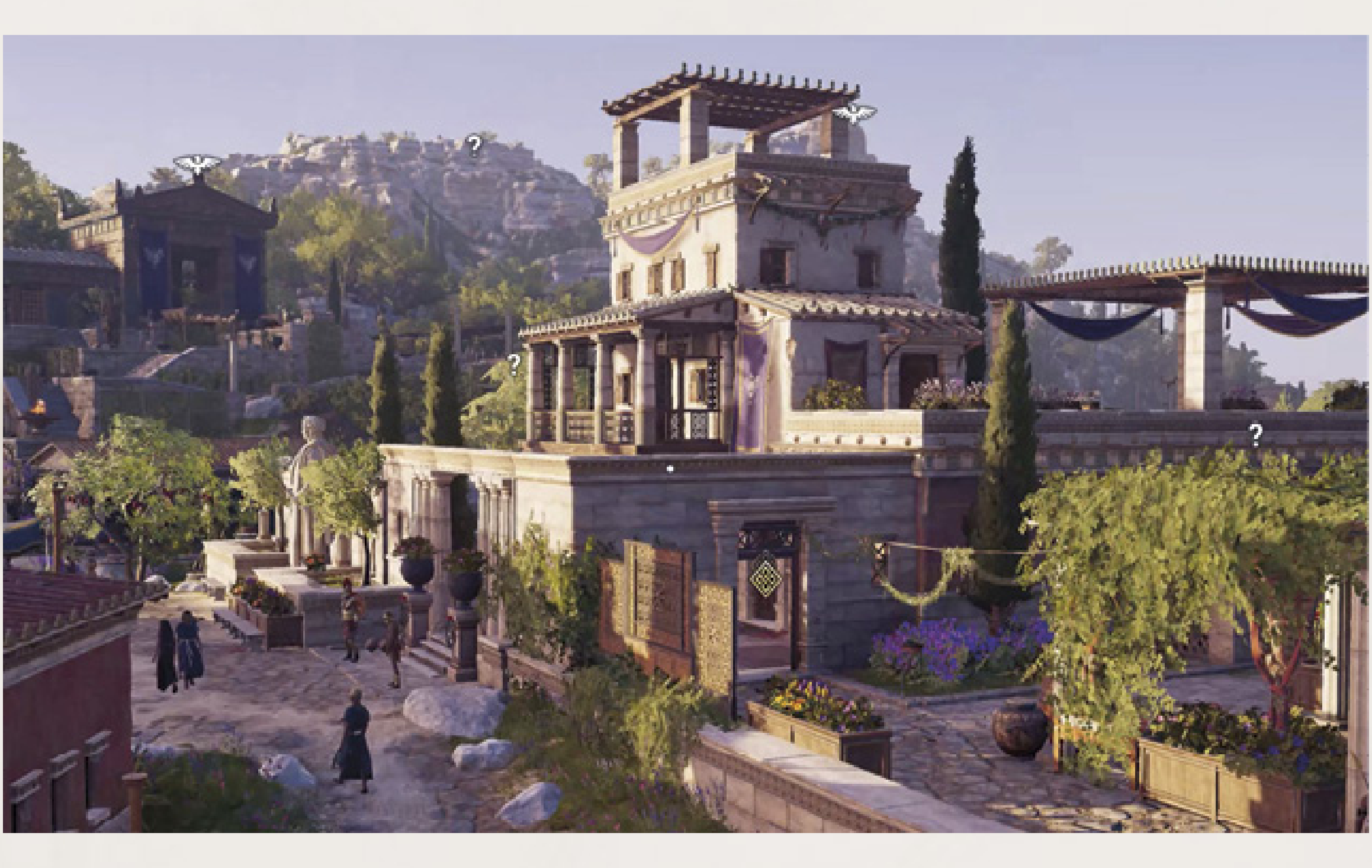
NAXOS: ARIADNE'S FATE

As you approach the island, you'll find a convenient ship dock on its northwestern shore **(2)** in Ariadne's Fate. Get off the ship, check out the local message board for side jobs, and notice the nearby quest givers.



Send Ikaros up to scope out your mother's residence **(3)**.

You'll find guards posted around her place. She's the leader of the area, so naturally she has protection, but you don't need to worry—they will not attack. Enter the marked door to finally meet your mother.



Inside you find Phoenix, your mother, ending a meeting with some associates. You stay out of sight until the meeting ends and then reunite with her outside on the balcony.

Conversation with Myrrine

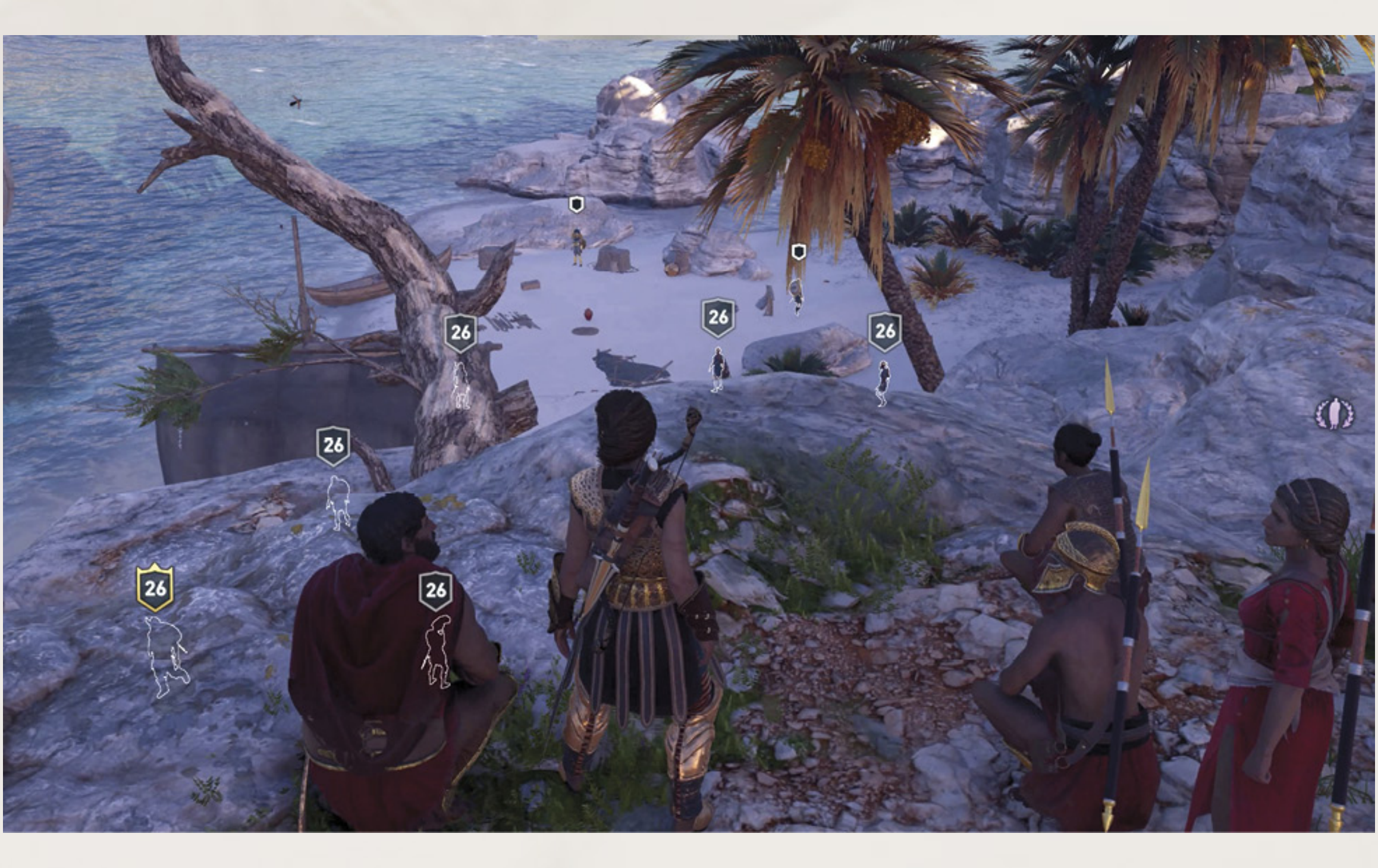
The reunion is sweet. Your mother thought you died long ago, and while in a bearhug, you spring the news on her that her youngest is also alive, having survived the toss off the mountain. She makes the connection that your sibling is with the cult and swears to get Deimos out. Ask, **"Who is my father?"** and she confesses that Nikolaos is not your real father. She tells you she has not heard from your actual father in a long time. Before you can ask the second question, her captain, Timo, runs up and announces that a nearby skirmish needs her attention.

How did you know?

Follow Myrrine

As you run with your mother, the "new leader discovered" prompt appears onscreen. Follow her through her home and to the horses outside. You can call Phobos or ride one of hers. Along the way, you ask why she is still loyal to Sparta. She responds that Paros made an alliance with the Athenians, so they left her little choice. You stop on a bluff **(3)** overlooking Paros's Athenian soldiers on the western beach. Use Ikaros to mark them.

Kill the Soldiers from Paros

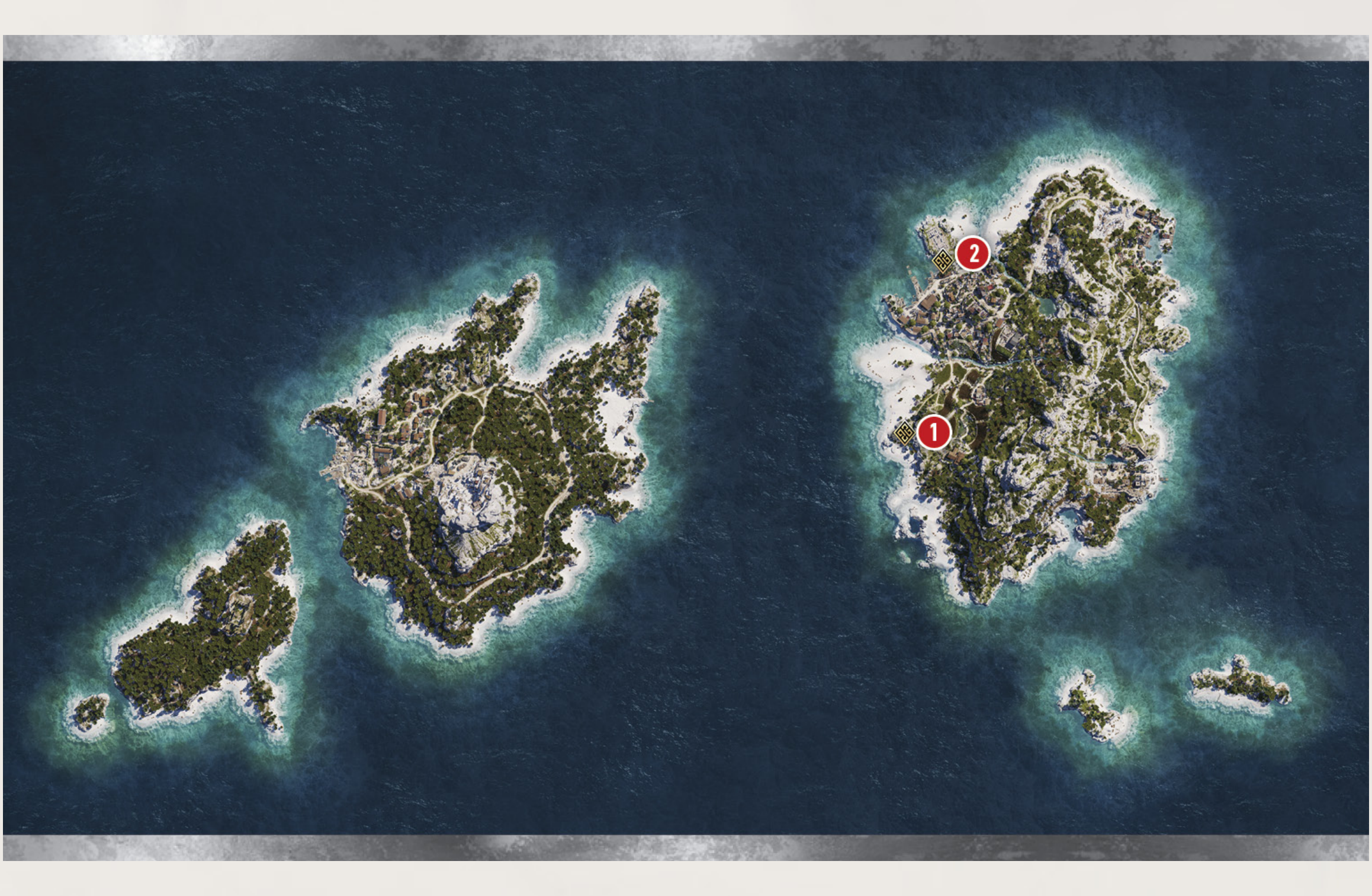


MAENAD'S HILLS

Head down to the beach of Maenad's Hills and stealthily take out as many soldiers as you can before being spotted. Use the Rush Assassination ability to take out a few of them before they spot your group. Your mother's soldiers will assist in the attack. It is likely that a mercenary will join the fray, so be on the lookout for that. The remining enemy soldiers have yellow markers overhead. Defeat them all to complete the objective and this quest.

ll the soldiers from Paros
ERADICATION AREA

Catching Up



RECOMMENDED LEVEL: 27

PREREQUISITE: Complete *A Mother's Prayer*

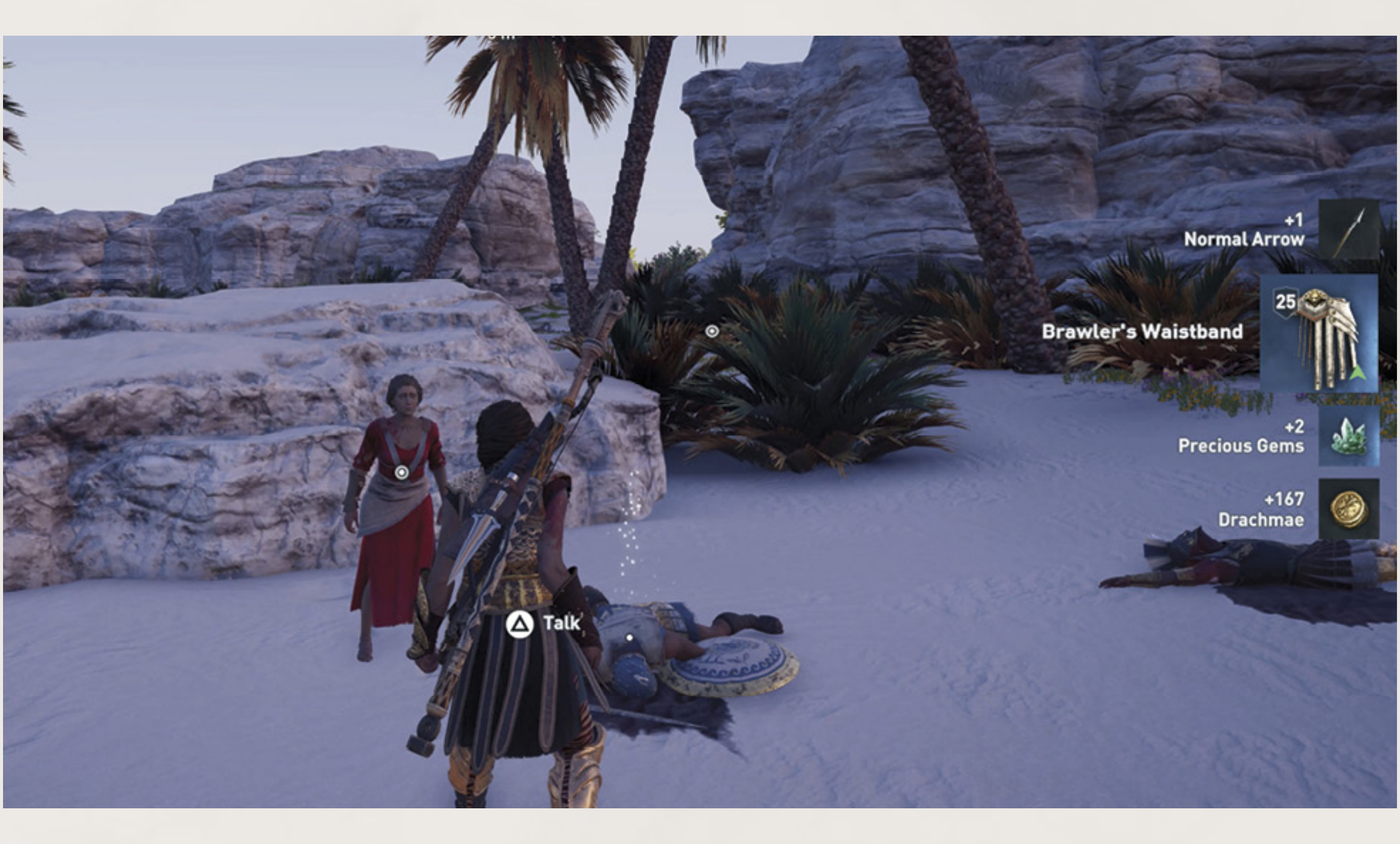
UNLOCKS: *Going Down, Quarry Quandary, Death and Disorder*

STORY: After a quick but decisive battle on the beach, Myrrine takes you on a tour of her city. After each thinking the other dead for so long, there is much catching up to do.

Talk to Myrrine

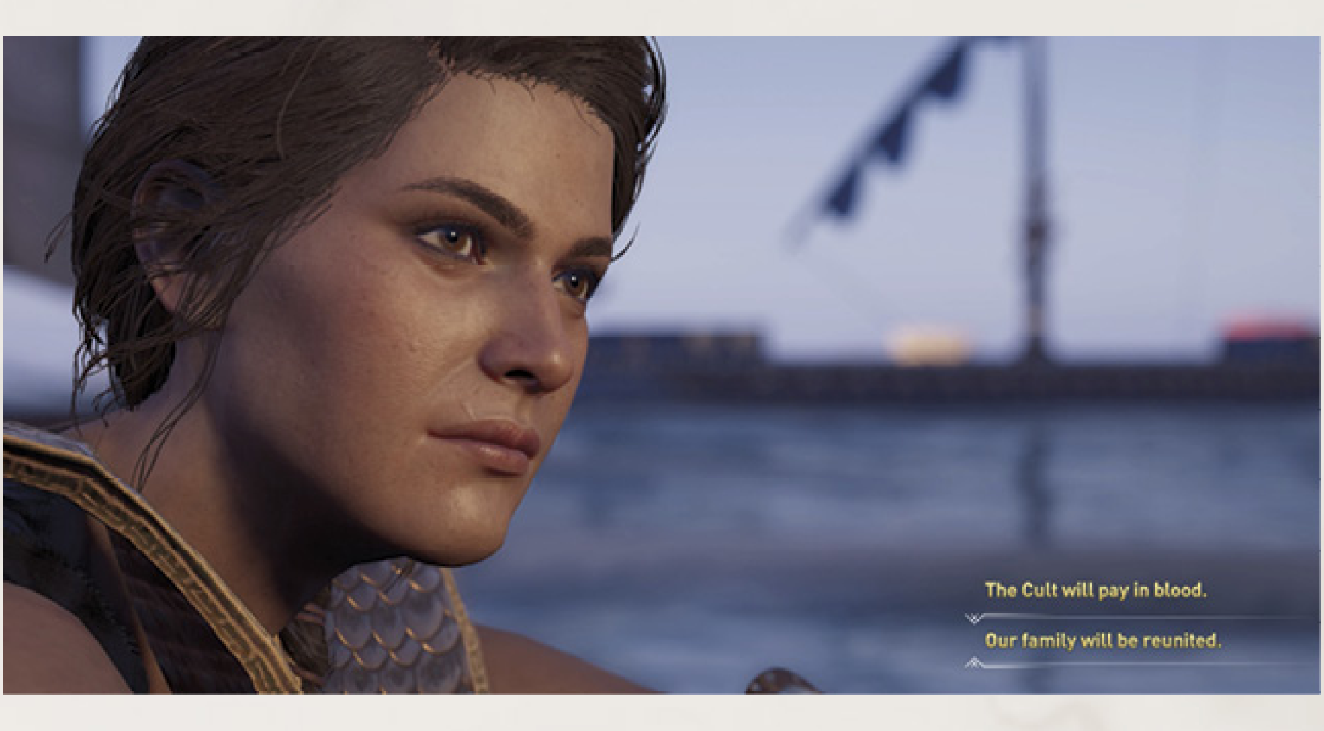
NAXOS: MAENAD'S HILLS

Myrrine **(1)** is on the Maenad's Hills beach, right where you left her after the battle in A Mother's Prayers. Walk up to her and speak with her.

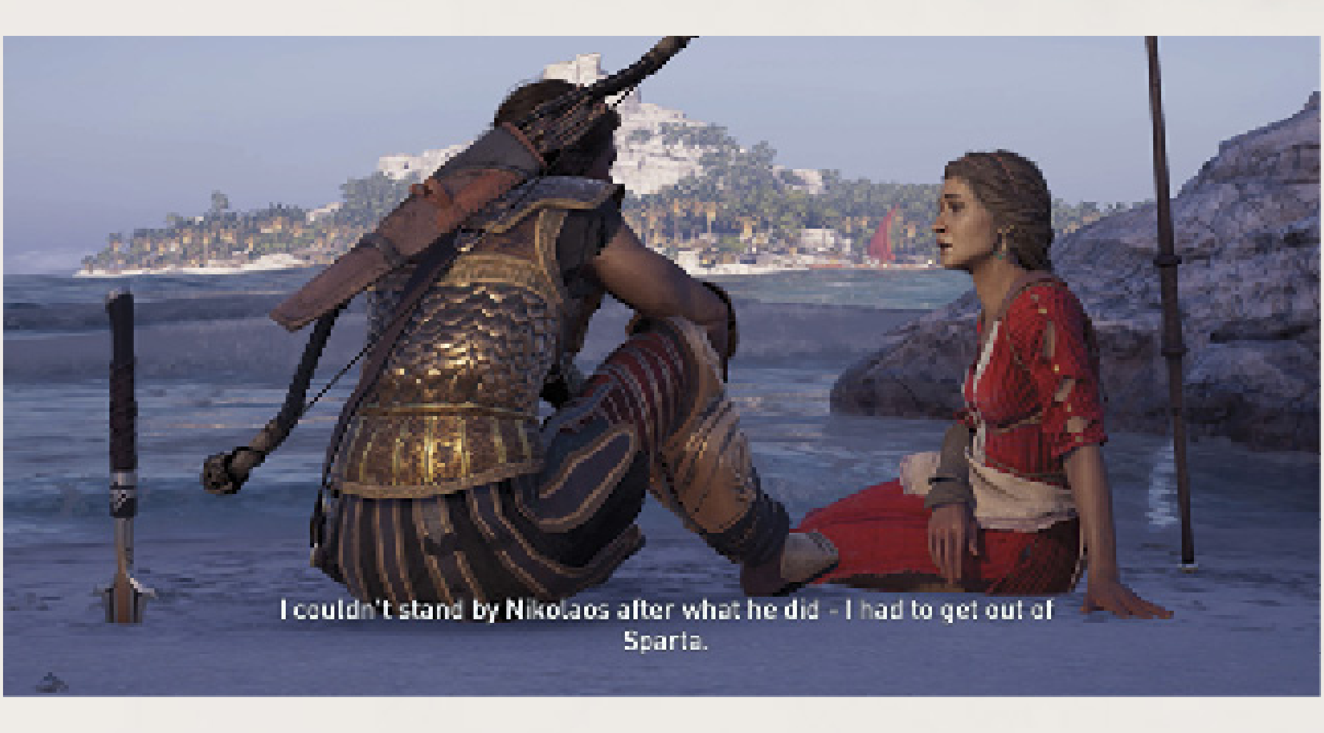


Conversation with Myrrine

Myrrine tells you about the rivalry between the islands of Naxos and Paros and how Nikolaos would be so proud of you and of how you fought in that last battle. You can reply, **"You taught me well,""He's not my father,"** or **"I've learned a lot since then."** You can now ask about what happened to her, what the cult wants, and how she ended up there. You break the news to her that the healers in Asklepios lied to her about her baby dying. Consider telling your mother, **"We'll get him [her] back"** (this is within the "what happened to you" conversation).

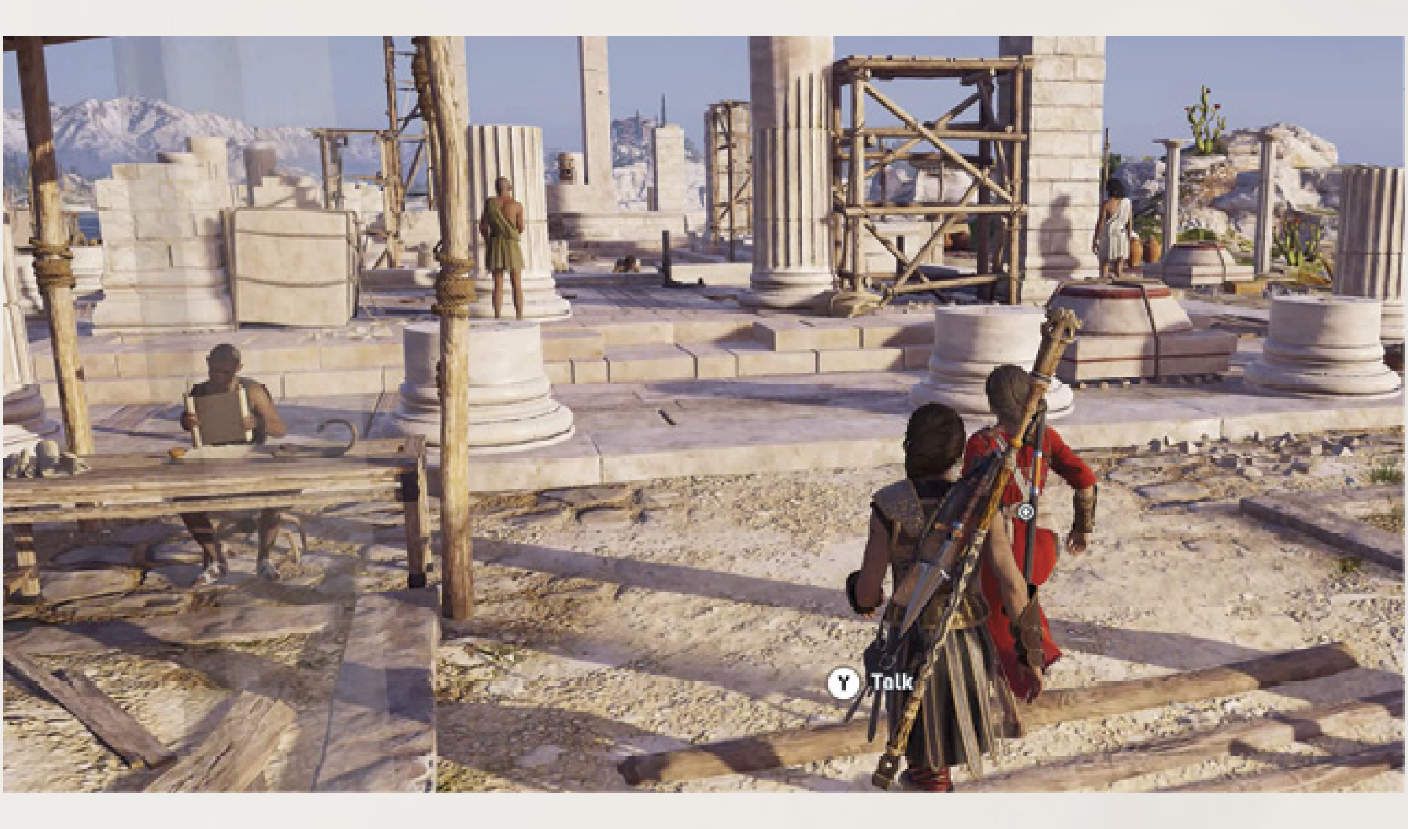


You also learn that the cult is afraid of your bloodline. You could respond, **"Our family will be reunited."** When talking about why your mother came to Naxos, consider responding **"Naxos is lucky"** to compliment her, or **"Sparta needs you too"** to get to the roots.Select **"We should go"** to end the conversation.


I couldn't stand by Nikolaos after what he did - I had to get out of Sparta.

Follow Myrrine to the City of Naxos

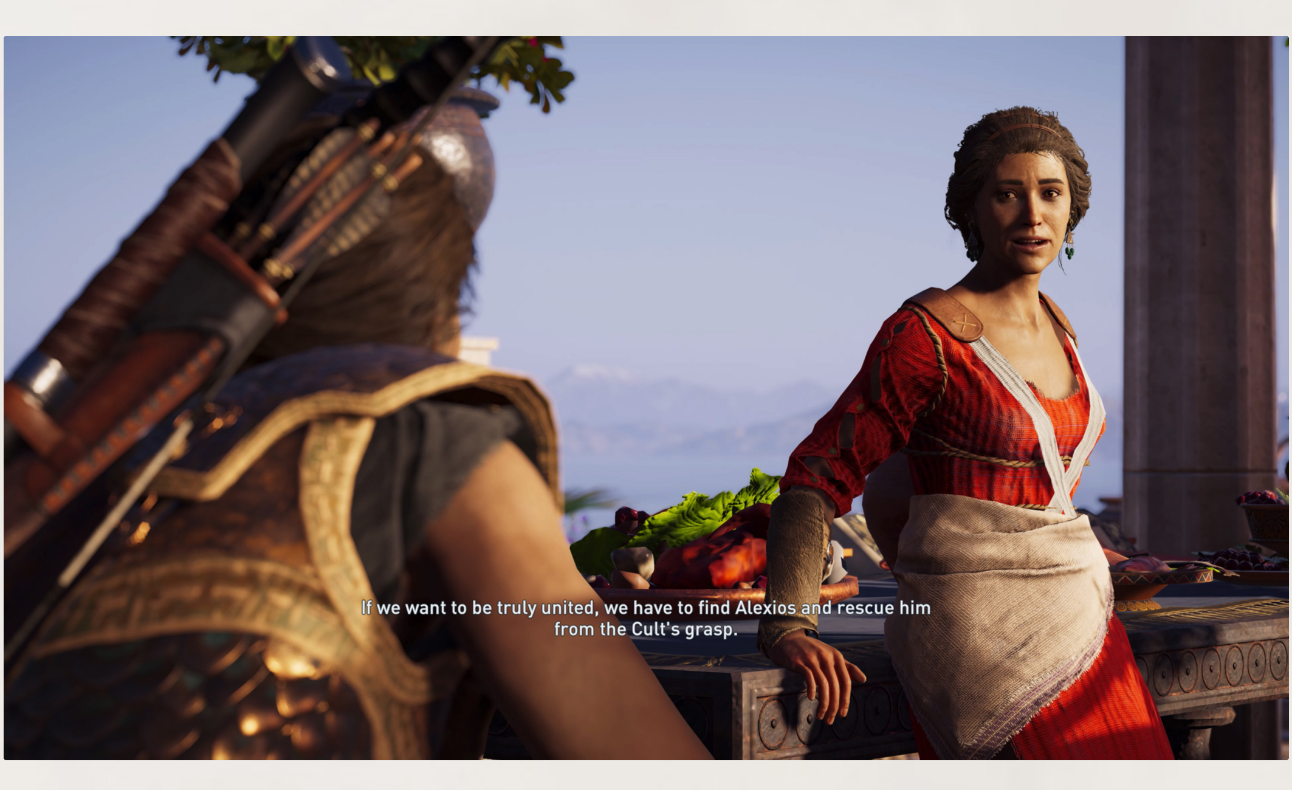
After the conversation, mount the nearby horses and follow her into the city of Naxos. Dismount when she reaches the temple construction site **(2)**. She stops and speaks to the contractor, Evandros. He informs her that the Lygdamis temple will stay in ruins if they don't secure more donations. Talk to Myrrine.



Conversation with Myrrine

When you talk to your mother, you end up back at her place on the balcony where you reunited earlier. She compliments you on how you turned out and questions why the gods have chosen to reunite you two now. To stay on this storyline, always choose options that promote the family reunion. So consider replying, **"To repair our family."** Myrrine says to do that Deimos must be found and rescued from the cult's grasp. You agree to help her with Naxos first and then hunt down the cult together.

Myrrine agrees and tells you that Paros must be stopped. Their position needs to be weakened. She wants to force the fleet to engage; when they do, Naxos will destroy Paros. But her admiral, Euneas, is missing and needs to be found.


If we want to be truly united, we have to find Alexios and rescue him from the Cult's grasp.

We must force the Paros fleet to engage us and destroy it, but my admiral, Euneas, is missing. His ship was sailing for

NEW QUEST LINE UNLOCKED

Completing *Catching Up* unlocks a new quest line, *Paradise Lost*, and its three support quests: *Death and Disorder*, *Going Down*, and *Quarry Quandary*. *Going Down* is a quest with no requirements except pillaging Paros's nation chest. This and the other objectives (burn war supplies and kill Athenian soldiers) can be done while in *Quarry Quandary*. However, that quest occurs in Paros, so we will cover the closer quest: *Death and Disorder*.

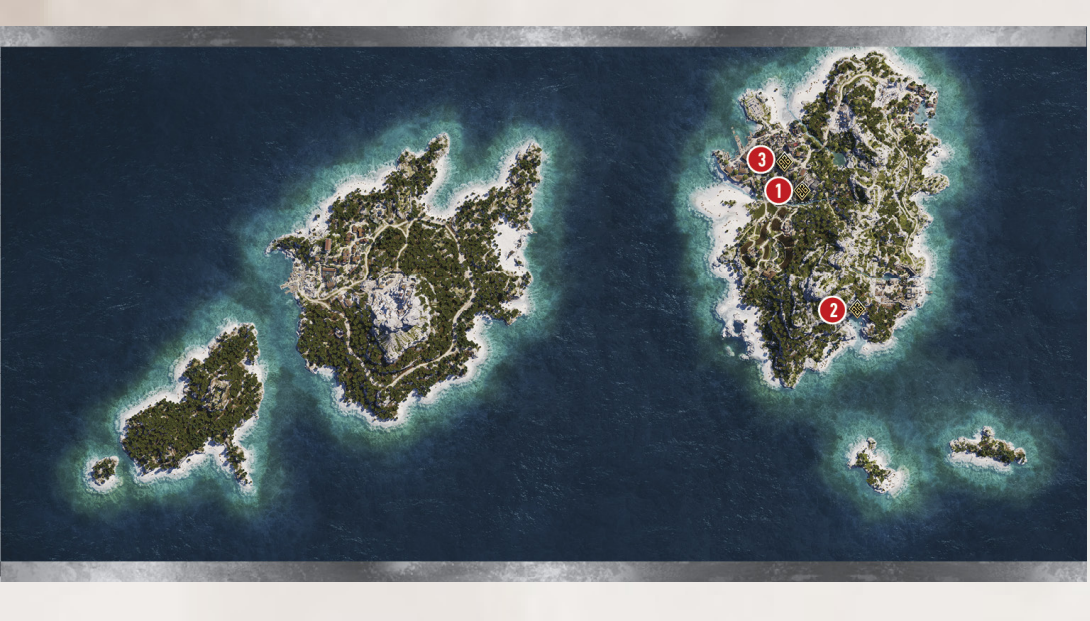
SIDE QUESTS

You are now in a new region, so synchronize with viewpoints and locate the many side quests in the area. Now is a good opportunity to level up.

NAXOS

PARADISE LOST

DEATH AND DISORDER



RECOMMENDED LEVEL: 28

PREREQUISITE: Complete *Catching Up*

UNLOCKS: Completing *Going Down, Quarry Quandary,* and *Death and Disorder* unlocks *The Paros Blockade*

STORY: Myrrine learns of the cult's plans to assassinate both of you, as she suspected. Hearing that your attackers are hiding somewhere on the island, you plan to hunt them down.

TALK TO MYRRINE AT THE PARTY

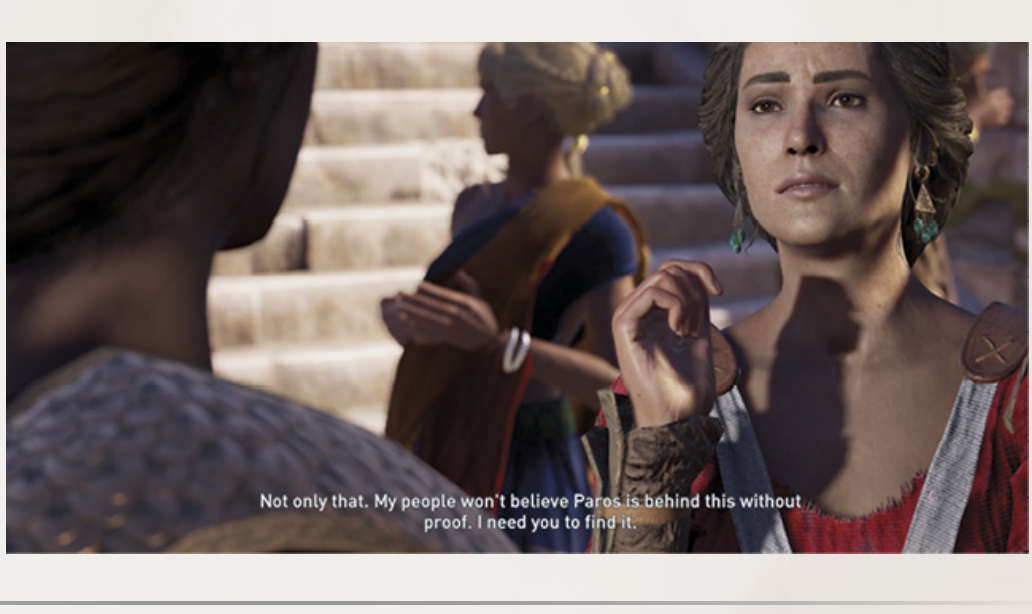
TEMPLE OF DIONYSOS

You can find your mother at the symposium outside and under the pergola at the Temple of Dionysos **(1)**. She's talking to Aspasia and Timo. Aspasia warns Myrrine about the cult's killing skills and advises her to stay out of the public eye. You walk up and ask Aspasia what brought her here—forgetting that you literally did. You probably still blame Aspasia for Phoibe's death.

I've seen too many people die already. Please, come away from here.

Conversation with Myrrine and Aspasia

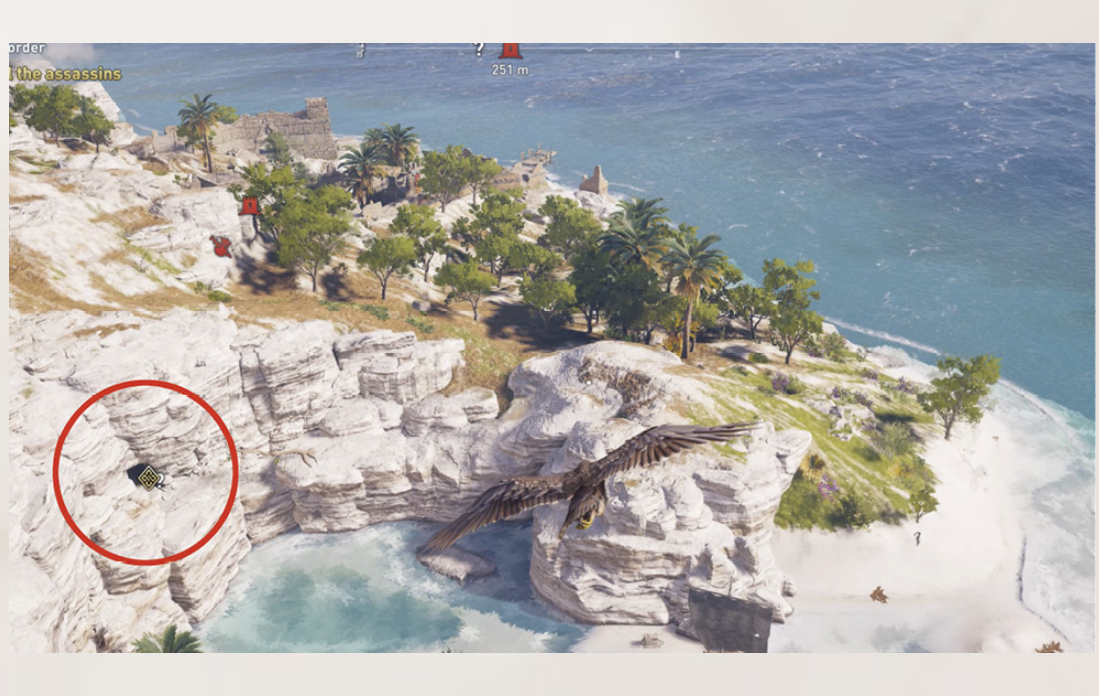
Your mother tells you to read the room (play politics) and winks at you. This should help you choose your words carefully. Select, **"I'll play along."** Your mother wants you to find proof that Paros is behind the attempt on her life. You can ask Aspasia where you can find the killers. She suggests you try the caves under Mount Zas.


Not only that. My people won't believe Paros is behind this without proof. I need you to find it.

FIND AND KILL THE ASSASSINS

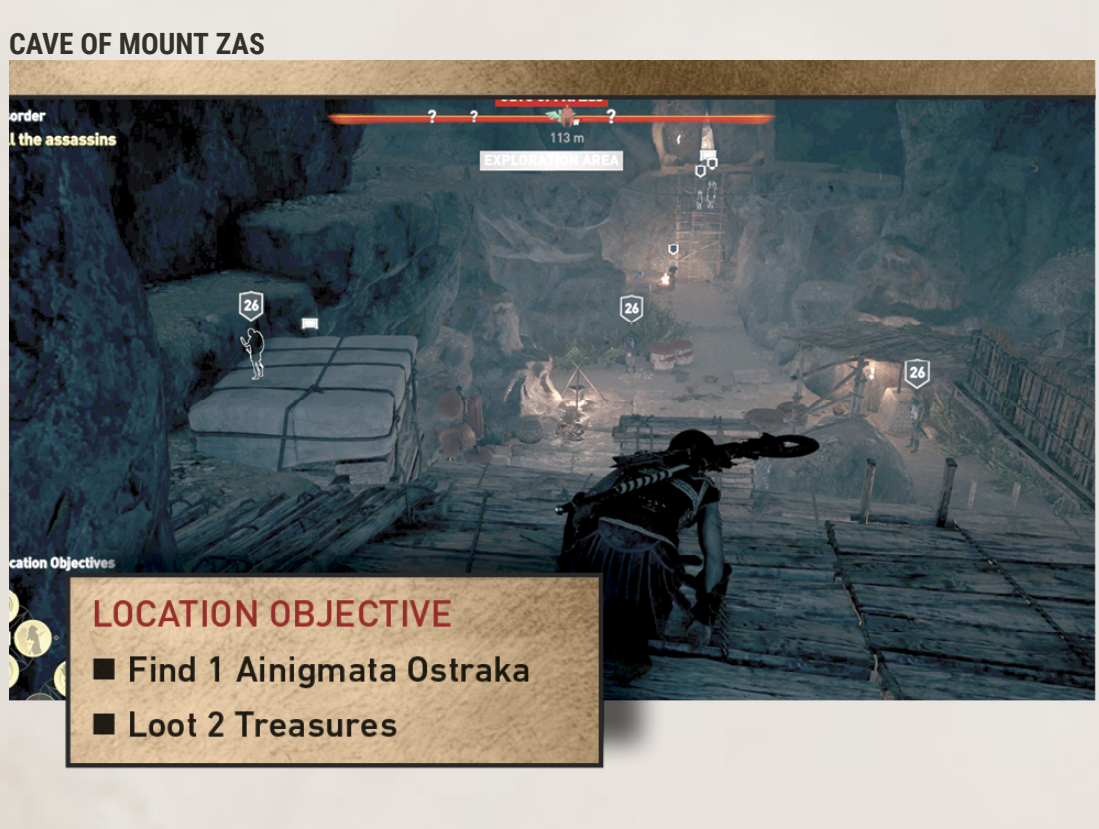
MAENAD'S HILLS

Follow Aspasia's lead and look around Zeus Cove for the Cave of Mount Zas for the assassins' hideout. Follow the marker to the southeastern shores of the island and use Ikaros to pinpoint the cave entrance above the bay. Also use Ikaros to mark location objectives and enemies on the ground while flying above the cave.



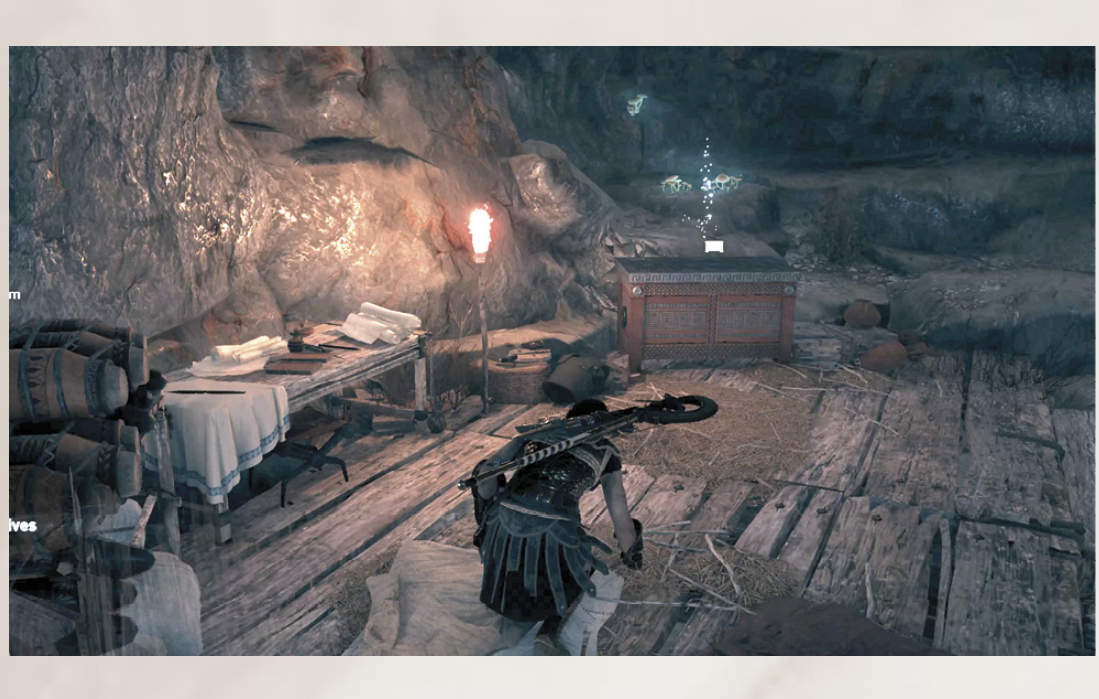
Enter the cave, light a torch, and explore. The area is clear all the way to the first fork in the tunnel. If you marked your enemies (using Ikaros) then you can easily find them once in the tunnel system. You reach a wooden ledge that overlooks a large open cave area where the assassins are assembled.

CAVE OF MOUNT ZAS

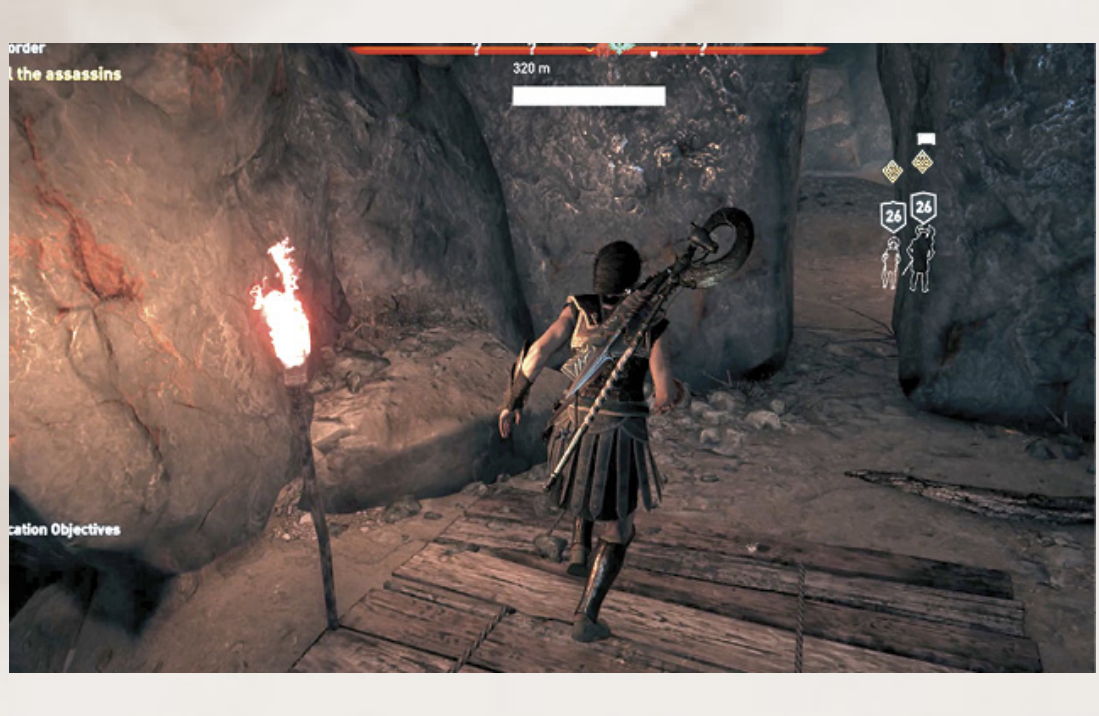


LOCATION OBJECTIVE
- Find 1 Ainigmata Ostraka
- Loot 2 Treasures

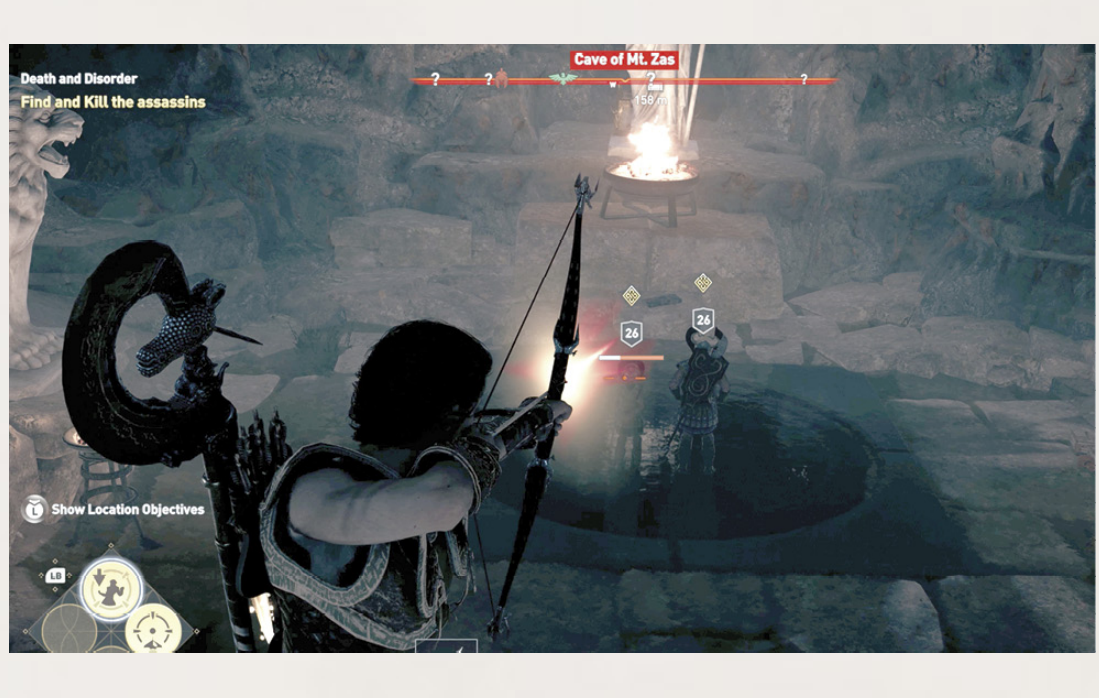
It's easy to pick them off with arrows, and if they come running at you, they have to funnel up the ladder below you to get to you. This makes it easy to pick them off as they reach the top of the ladder. Collect the treasure from the left platform when the room has been cleared.



Climb to the top of the wooden platform in the back of this cavern to find a small opening in the rock wall to squeeze through. You'll see the silhouettes of two assassins in the next room if you marked them earlier.

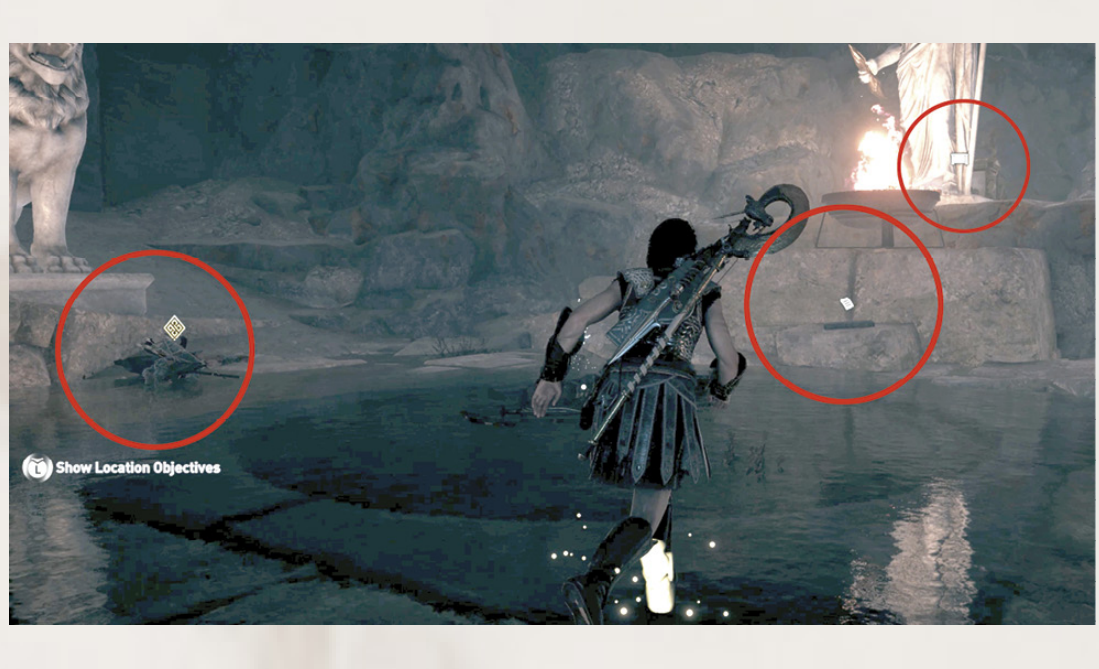


Stand on the edge of the ledge overlooking the two assassins in the cavern below. They have their backs to you and are facing a firepit before a large statue. Shoot the smaller assassin in the head with arrows until dead. You may have enough time to do the same to the larger assassin before he gets to you up on your perch.



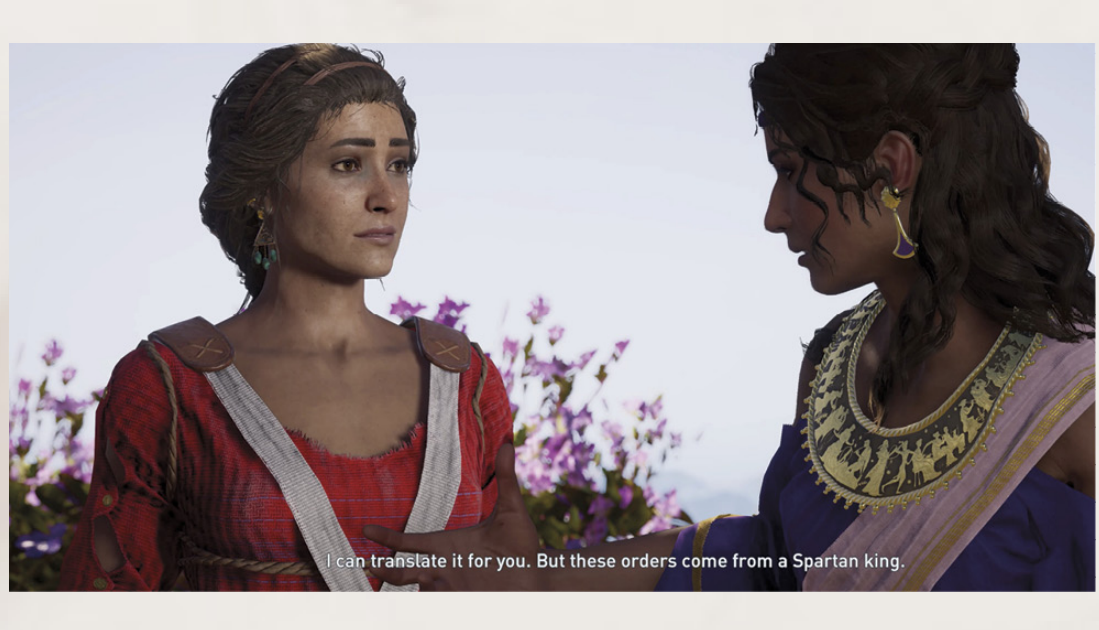
FIND INFORMATION ABOUT THE ASSASSINS

Jump down into the area below where the assassins were standing and find the Stubborn Mule Ainigmata Ostraka in front of the statue, the second treasure behind the statue, and the information you are looking for on the body of one of the assassins you killed. You'll acquire the **coins and letter** (quest item). However, a strange code on the letter can't be deciphered. This is the evidence you needed to link Paros to the attempts on your mother's life.



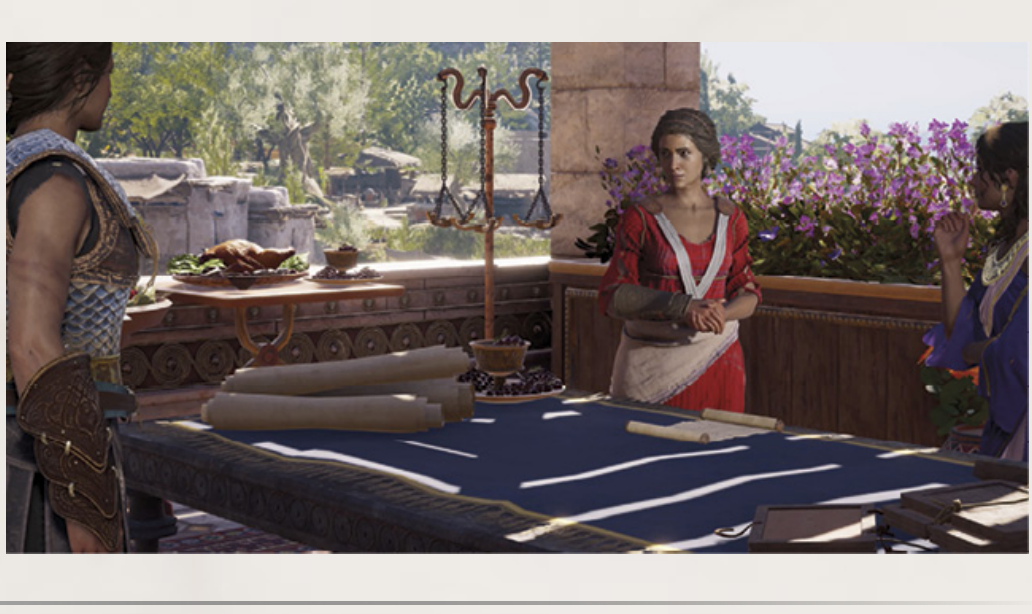
RETURN TO MYRRINE

Your mother is now at her home **(3)**. Head there and find her on the rooftop balcony. You inform her that the cult's soldiers were paid for with drachmae from Paros. Myrrine asks Timo to take the coins to the merchants' guild and to tell them it's the promised proof. Aspasia recognizes the code as an old dialect that the cult must be using to communicate with each other. She says the money is from a Spartan king. Myrrine's loyalty to Sparta makes it hard for her to believe the evidence.


I can translate it for you. But these orders come from a Spartan king.

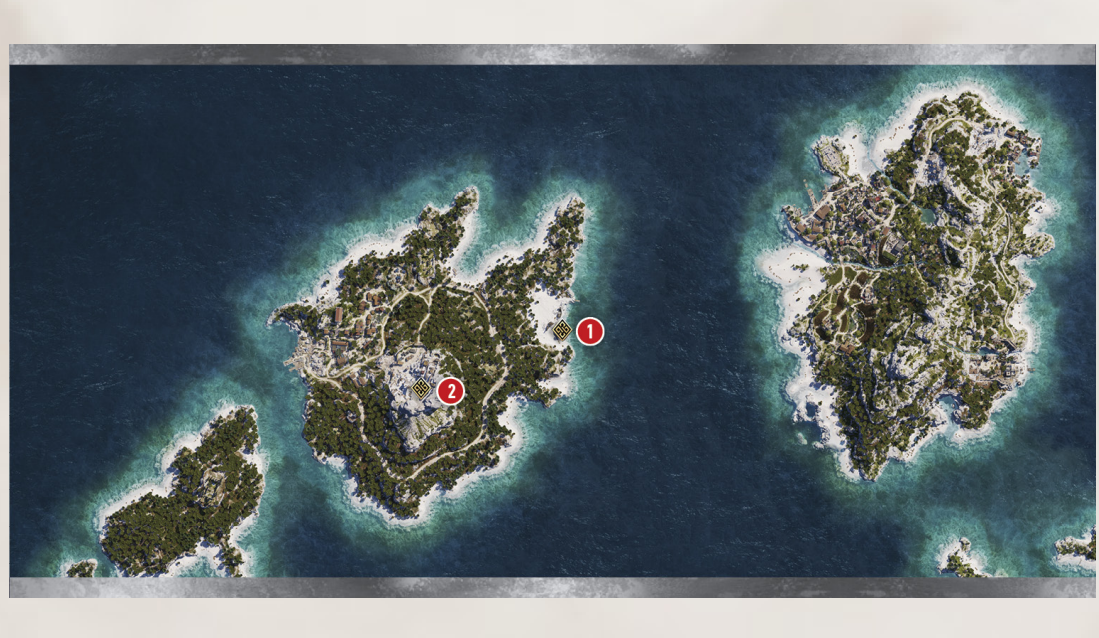
Conversation with Myrrine and Aspasia

You can antagonize your mother by saying **"Sparta has always been corrupt"** or ease her into the idea by selecting **"Sparta has changed."** No matter your choice, Myrrine stands behind Sparta. She changes the focus and says "Paros needs to be stopped...then I will go back (to Sparta)."



After the conversation you earn the **cultist attack on Naxos** (cultist clue), **cult assassin armor,** an **encoded scroll** from the cult's assassins, plus a large amount of XP and some drachmae. Enter the Cultists menu to reveal the identity of Silanos of Paros.

QUARRY QUANDARY



RECOMMENDED LEVEL: 26

PREREQUISITE: Complete *Catching Up*

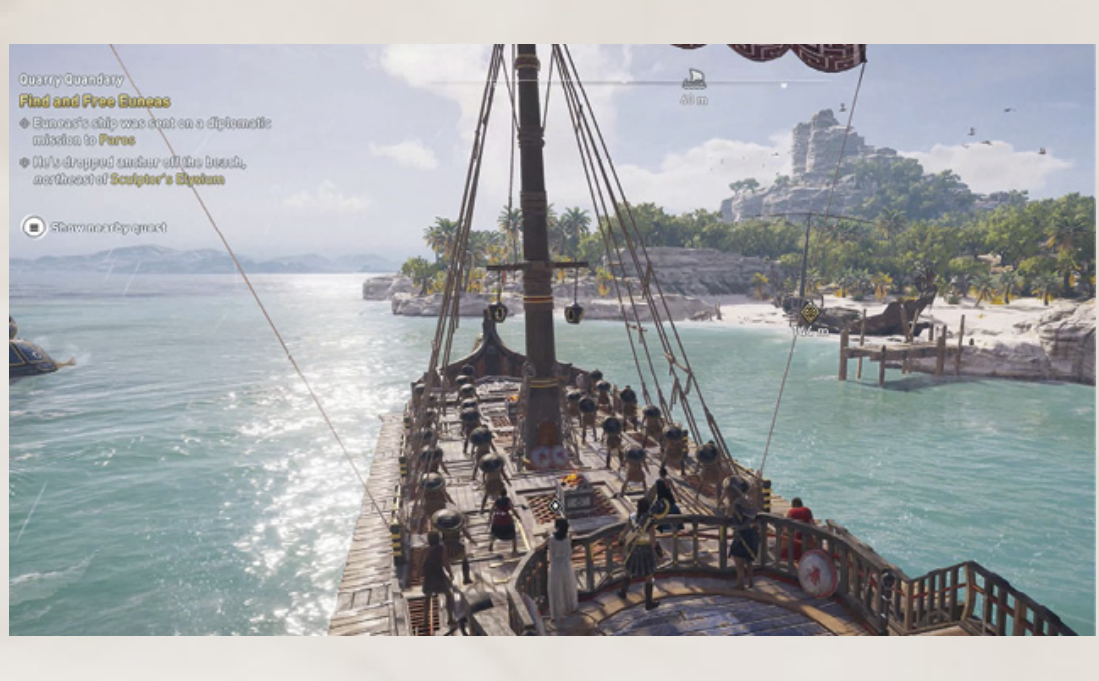
UNLOCKS: Completing *Going Down, Quarry Quandary,* and *Death and Disorder* unlocks *The Paros Blockade*

STORY: Euneas, the admiral of Myrrine's fleet, didn't return from a mission to Paros island, causing anxiety among the ranks. Fearing the worst, Myrrine asks you to find him and bring him home.

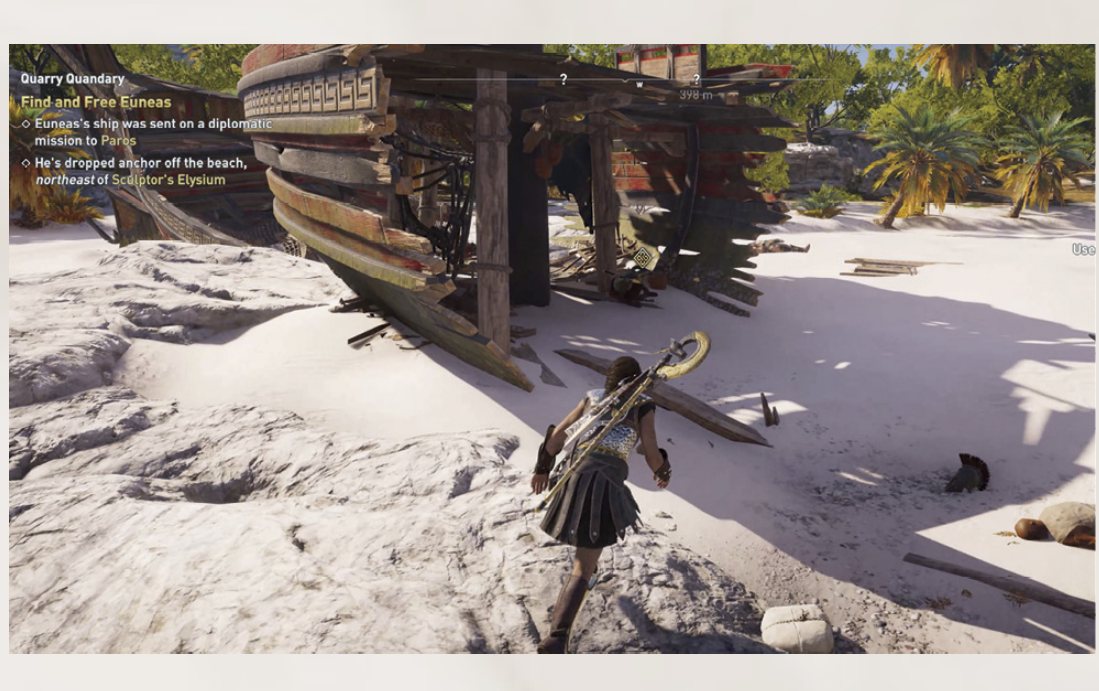
FIND AND FREE EUNEAS

PAROS

Euneas's ship was sent on a diplomatic mission to Paros, and he dropped anchor off the beach northeast of Sculptor's Elysium. Send Ikaros up over the waters between Paros and Naxos to locate Euneas's ship **(1)** on Paros's eastern shore. Take the Adrestia there and dock near the shipwreck on the beach.



The marker leads to an injured Spartan soldier inside the shipwreck. Talk to him.



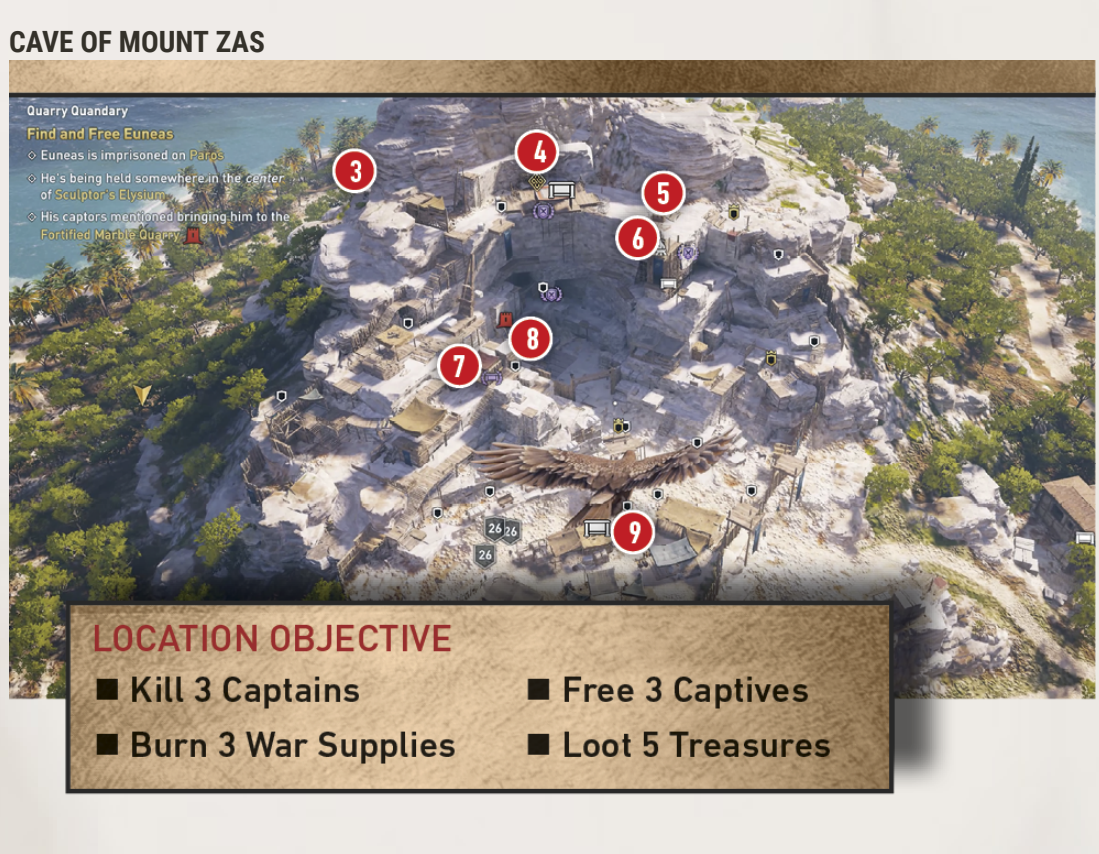
Conversation with Injured Spartan

The dying Spartan said they took prisoners; he was too far gone to carry back to Paros. They came to talk peace but were ambushed. Euneas was taken prisoner. You can ask him where Euneas is or why they didn't just kill him, or say **"I'll go now"** to go look for Euneas.

They joked about tying him up atop the quarry and letting the sun soften him up.

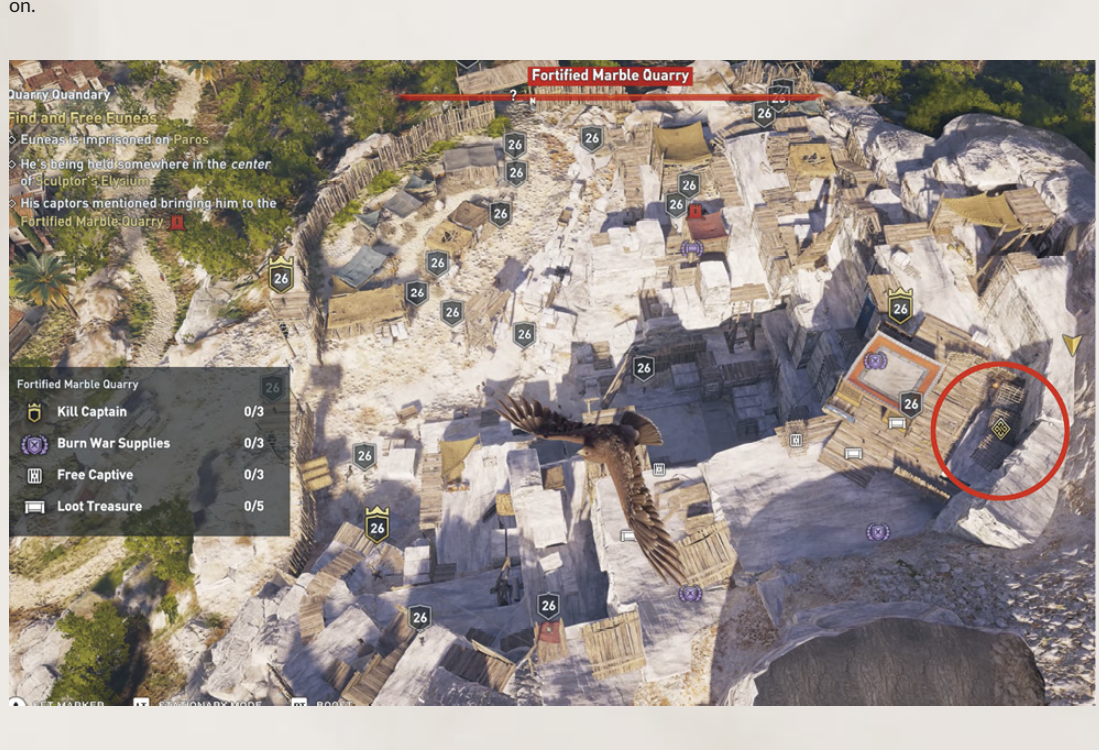
After the conversation, the injured soldier dies. Loot him and the bodies of the fallen soldiers all around. Check your map to see the next marker over the quarry to the southwest **(2)**. Send Ikaros up to pinpoint Euneas's location and to tag all the enemies and location objectives in the quarry.

CAVE OF MOUNT ZAS

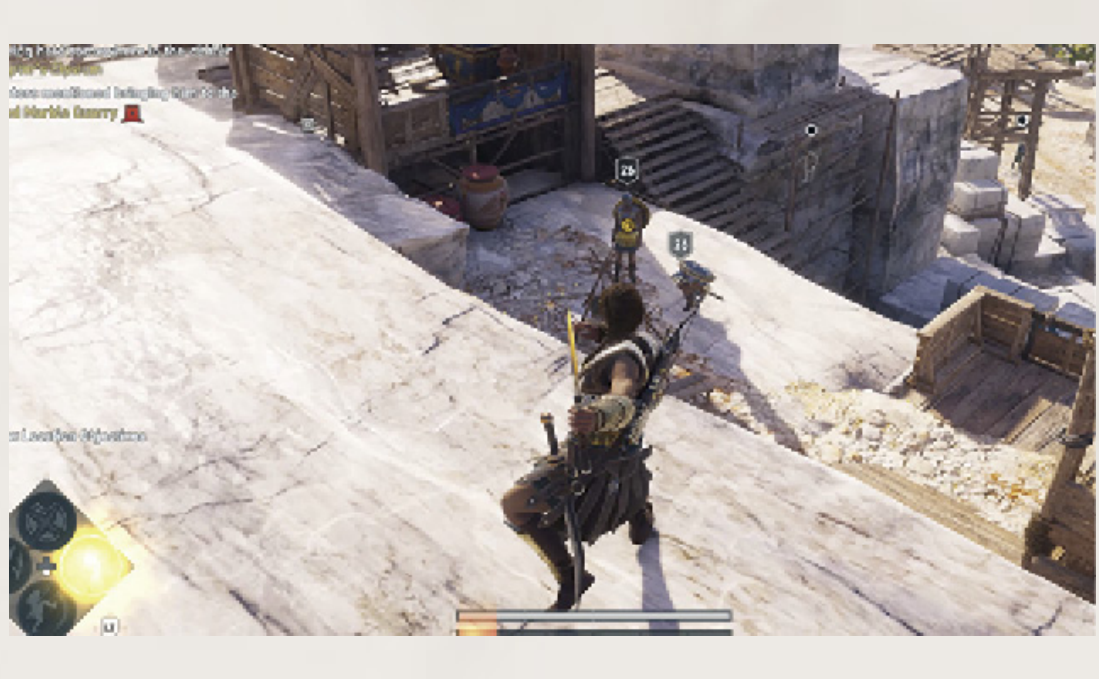


LOCATION OBJECTIVE
- Kill 3 Captains
- Free 3 Captives
- Burn 3 War Supplies
- Loot 5 Treasures

A good tactic is to tackle this fort from the top down, so scale the south side **(3)** of the marble mountain and then climb down to the top ledge of the quarry. This is where you will find Euneas **(4)** in a cage. Don't free him until you have cleared the fort of hostiles. Start with the guards around his cage. You can take out a captain, burn one stack of war supplies, loot a treasure, and free a captive **(5)** (not Euneas yet) before you leave this ledge. Set a trap at the brazier **(6)** at the end of the ledge before moving on.

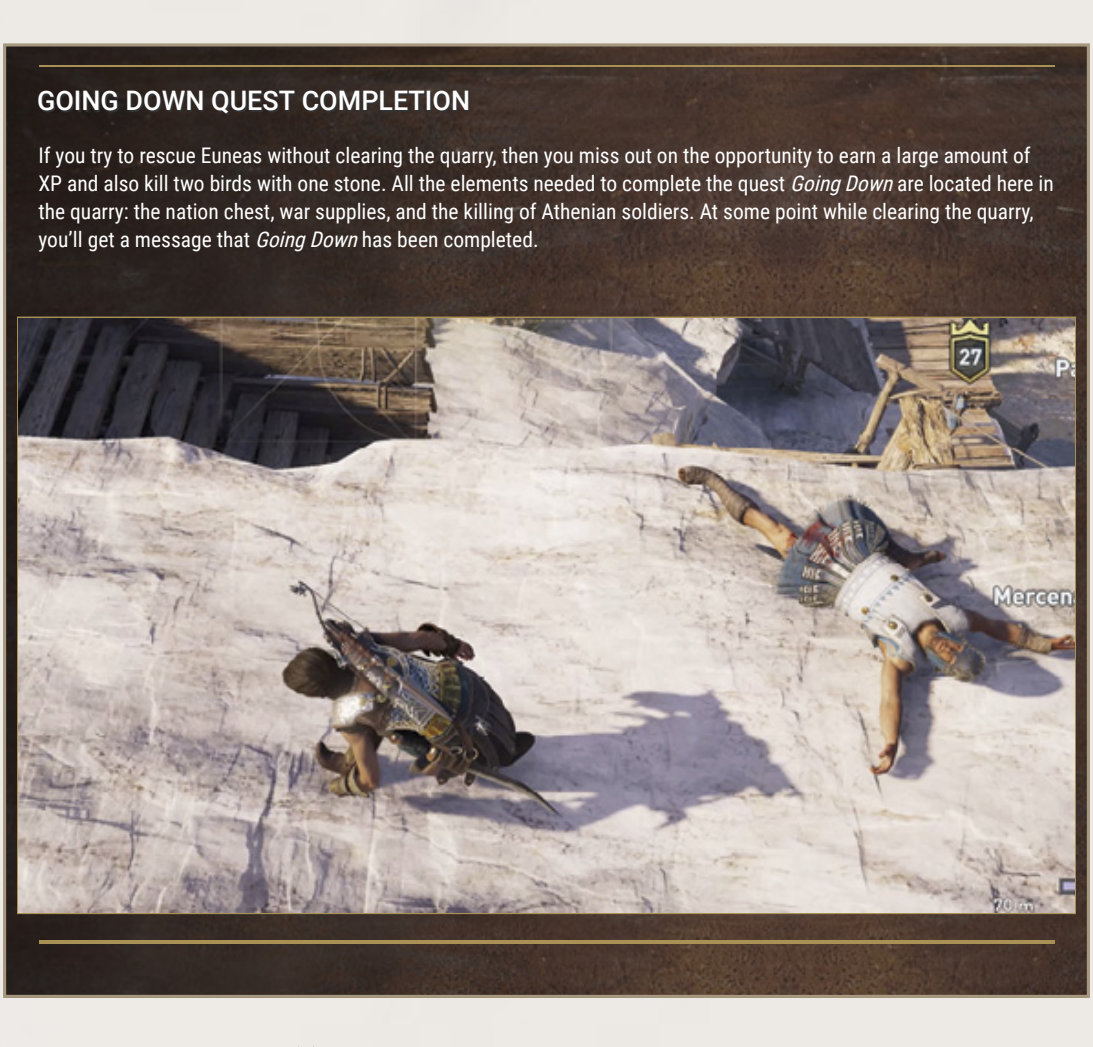


From here, methodically and stealthily remove Athenian soldiers from each marble quarry tier, working your way down to the ground level. One of the treasures in the objectives is actually the **nation chest (7)**. Pillage it to weaken the enemy.

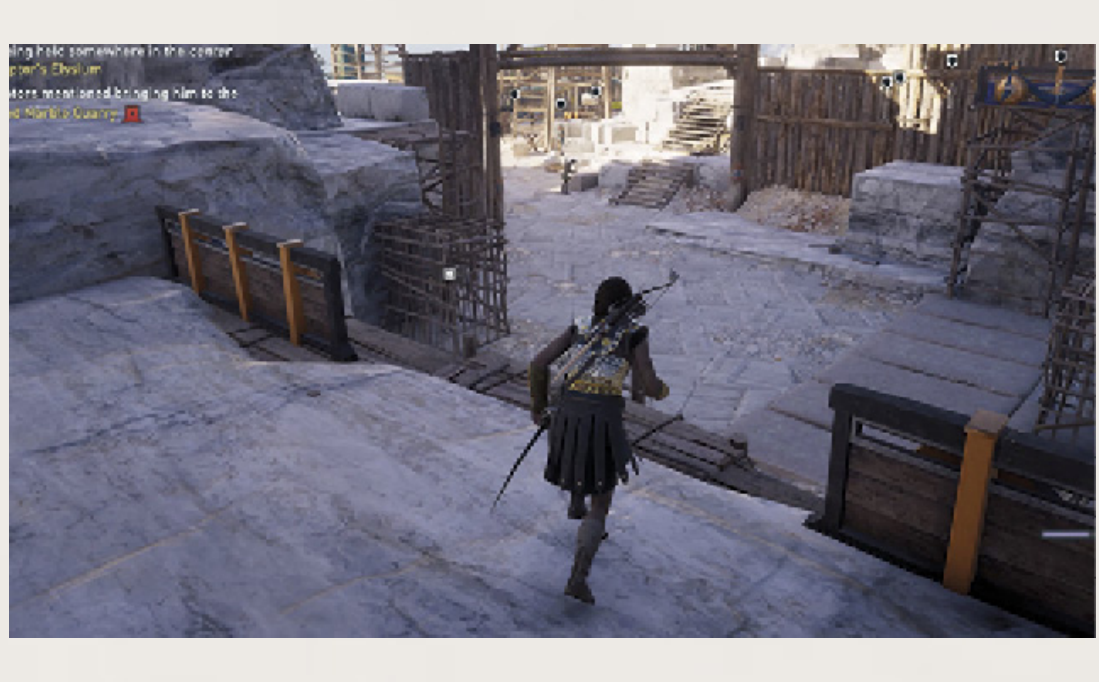


GOING DOWN QUEST COMPLETION

If you try to rescue Euneas without clearing the quarry, then you miss out on the opportunity to earn a large amount of XP and also kill two birds with one stone. All the elements needed to complete the quest *Going Down* are located here in the quarry: the nation chest, war supplies, and the killing of Athenian soldiers. At some point while clearing the quarry, you'll get a message that *Going Down* has been completed.



You can find the last two captives **(8)** in side-by-side cages on the ground level in the heart of the quarry. Free them. Eliminate everyone, loot the farthest treasure **(9)**, and then return to Euneas **(4)** to free him.



ESCORT EUNEAS OUT OF THE QUARRY

Unlock Euneas's cage and follow him out of the quarry, out of the restricted zone. Once clear, he'll thank you and tell you strange things are afoot in Paros.

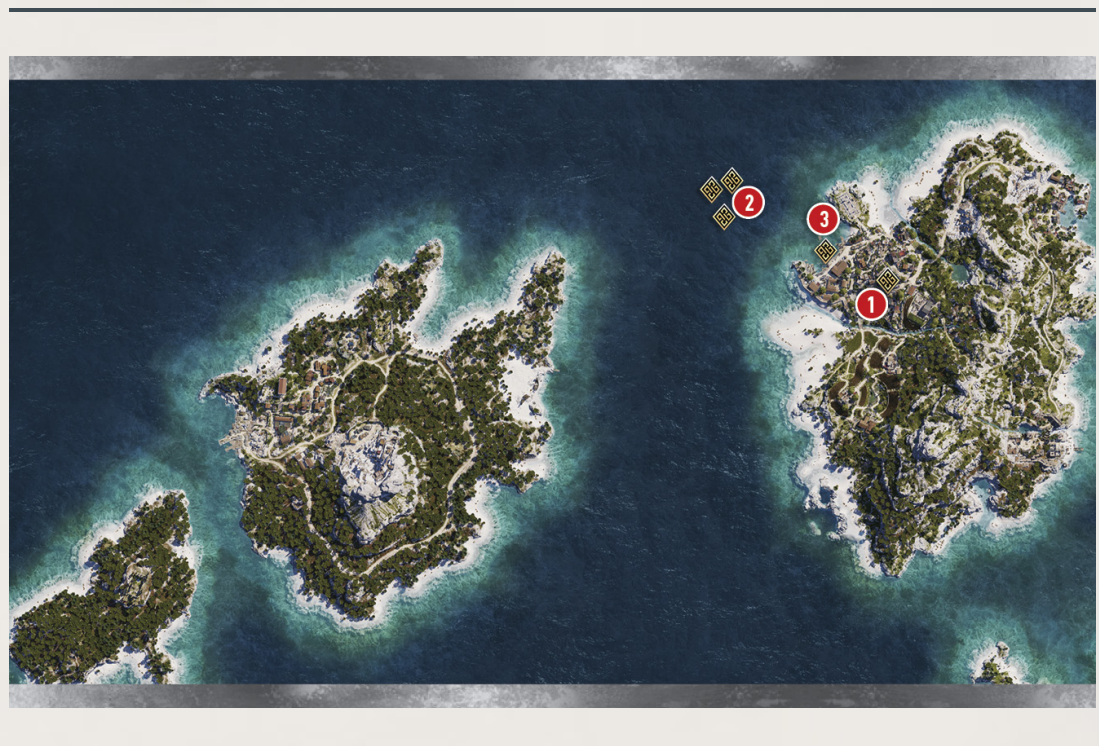
I knew you wouldn't abandon me. Quick, let's get out of here.

Conversation with Euneas

Once he's rescued and out of the restricted zone, you can talk to Euneas. Ask him **"Tell me what you've seen"** and he'll tell you about a person, not from Paros, who wore a mask. This ends the conversation and the quest.

There were others—not Paros type. One had a mask – never seen that before.

THE PAROS BLOCKADE



RECOMMENDED LEVEL: 26

PREREQUISITE: Completing *Going Down, Quarry Quandary,* and *Death and Disorder* unlocks *The Paros Blockade*

UNLOCKS: *United Front*

STORY: Paros blockades the Naxos harbor in preparation for an assault. Myrrine fears the Naxos fleet can't take Paros alone, but you know your own crew is up to the task.

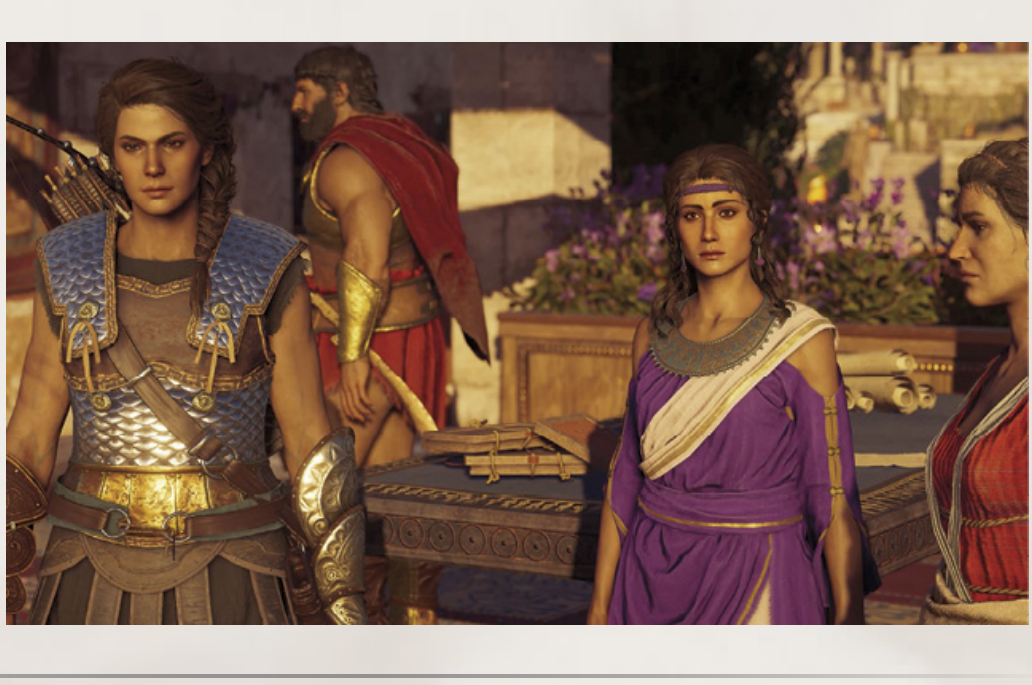
TALK TO MYRRINE

NAXOS: ARIADNE'S FATE

Head to Myrrine's residence and find her on her top floor, on the exterior balcony under the pergola **(1)**. Talk to her.

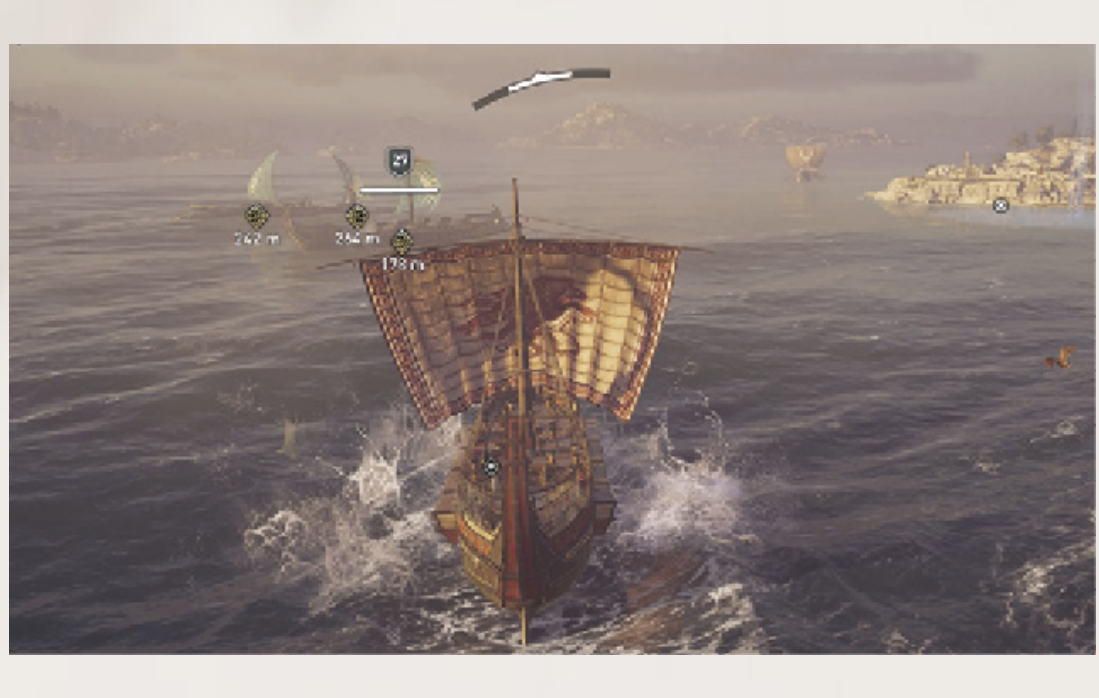
Conversation with Myrrine

You find your mother again in Aspasia's company. When you try to talk to her, a large Spartan soldier butts in and says there's a Paros blockade in the harbor. Myrrine says she refuses to pay tribute to Athens so Paros is taking advantage of the situation. When she seems surprised by your offer to clear the blockade alone with your ship, you can respond **"It will be easy"** or **"We have no choice."**



DESTROY PAROS'S FLEET

Check your map and find the three ships in the harbor marked with objective markers **(2)**. Locate the Adrestia and hop aboard—or if it's some distance away, fast-travel directly to it.



Sail out to the three Athenian ships forming the blockade and annihilate them. You've had enough sea adventures recently that these ships (which should be a couple levels below your own) should present only a small challenge.

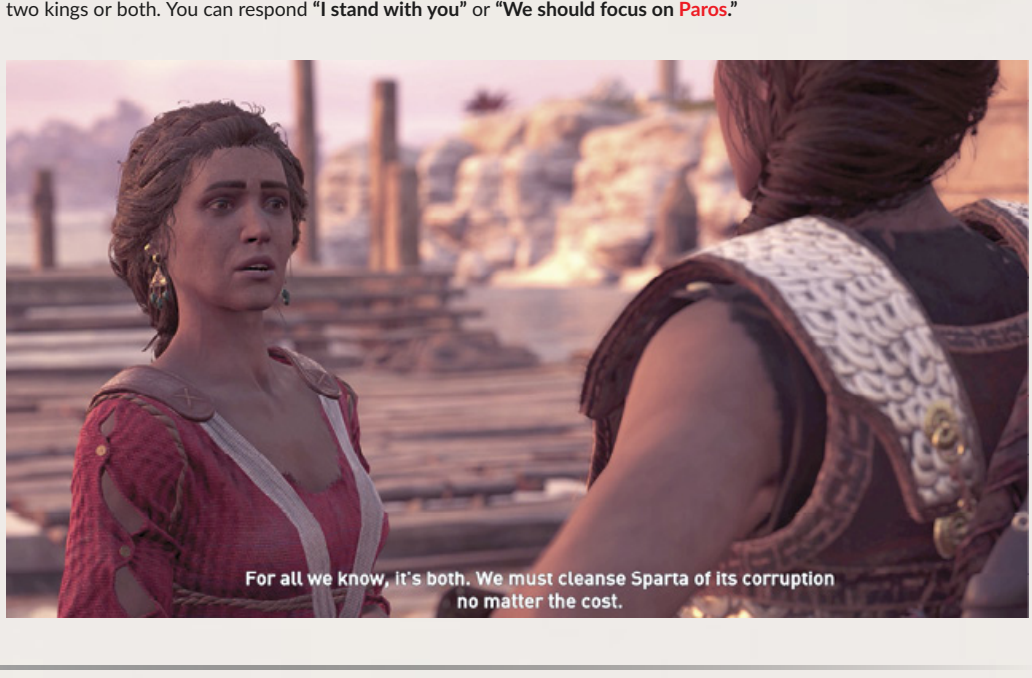
What could make the challenge a little more difficult is if Neilos the Bone Hitter (mercenary ship) shows up at the same time. If that's the case, maneuver so that the Athenian ships are always between you and the mercenary until you have destroyed the blockade ships. Then you can deal with the mercenary. Ramming through an injured ship should always be your goal, to recover as much health and adrenaline as possible and then to redirect that power onto the next enemy ship. If the mercenary is not involved in this sea battle, then it's all that much easier to complete the objective.

RETURN TO MYRRINE

Dock the Adrestia near your mother's place in Naxos and you find Myrrine waiting to congratulate you on the dock **(3)**. She is standing with Timo. You tell her they need to move out before your foes send reinforcements. Timo says the ships are ready to go on Myrrine's command. Your mother wants a word with you first...

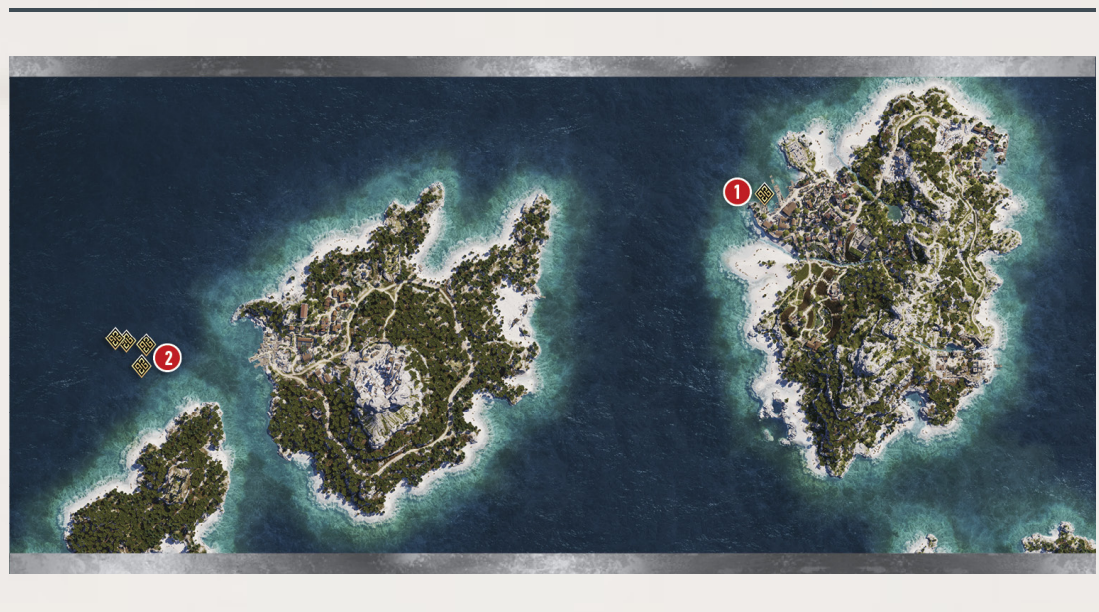
Conversation with Myrrine

While on the dock with Myrrine, she requests to speak with you before everyone sails away from Naxos. You can ask her **"What's wrong"** and she'll tell you she wants to speak privately. Respond **"Of course"** and you walk away from Timo. Myrrine is concerned about her trust in Sparta, with the news of the king that was received. It could be one of two kings or both. You can respond **"I stand with you"** or **"We should focus on Paros."**


For all we know, it's both. We must cleanse Sparta of its corruption no matter the cost.

You now have the choice to stay on Naxos and finish up side quests or go ahead and sail with Myrrine to Lakonia. You can ask her where you are going, and she'll tell you that the plans to destroy the fleet of Paros once and for all. Tell her **"I'm ready"** to move forward with the story or **"I'm not ready"** to clean up some side work in the area.

UNITED FRONT



RECOMMENDED LEVEL: 28

PREREQUISITE: Complete *The Paros Blockade*

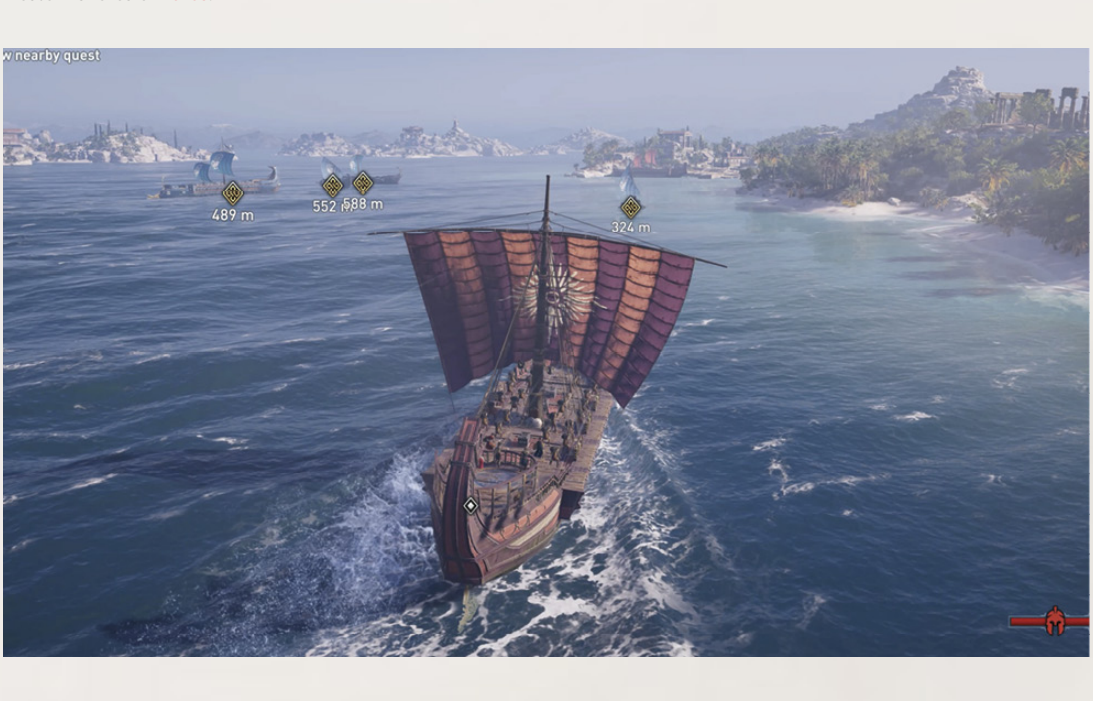
UNLOCKS: *Home Sweet Home, A Family's Legacy* (the quest to find your real father)

STORY: With the blockade removed, the time has come to finish things with Paros once and for all. Myrrine waits for you at the Fort of the Aloades while you sail your fleet against Paros.

DESTROY PAROS'S FLEET

PAROS

Board the Adrestia**(1)** and prepare for another sea battle. This is similar to the blockade battle, but with one more enemy ship to destroy (four total). The cultist Silanos of Paros commands one of these enemy Athenian ships **(2)**. They are sailing off the western shores of Paros.



Try to sneak up on the enemy fleet and single out any ship that is farther away from the rest—make that one your first target. Begin the battle by sailing up to that ship at top speed and then ramming it in the center of the starboard or port side. Use fire arrows at a distance and then javelins when close up to deal the most damage.

If you have spent time leveling up on side quests then these ships could be a level 28 while you sit comfortably at level 30, giving you a slight advantage in the battle. Don't be afraid to run. Get some distance between you and the enemy ships if they begin to flank you. When they start chasing you, they are forced to line up. Then you can whip it around and attack them on your own terms. Sink all four ships and Silanos will be swimming with the fishes.

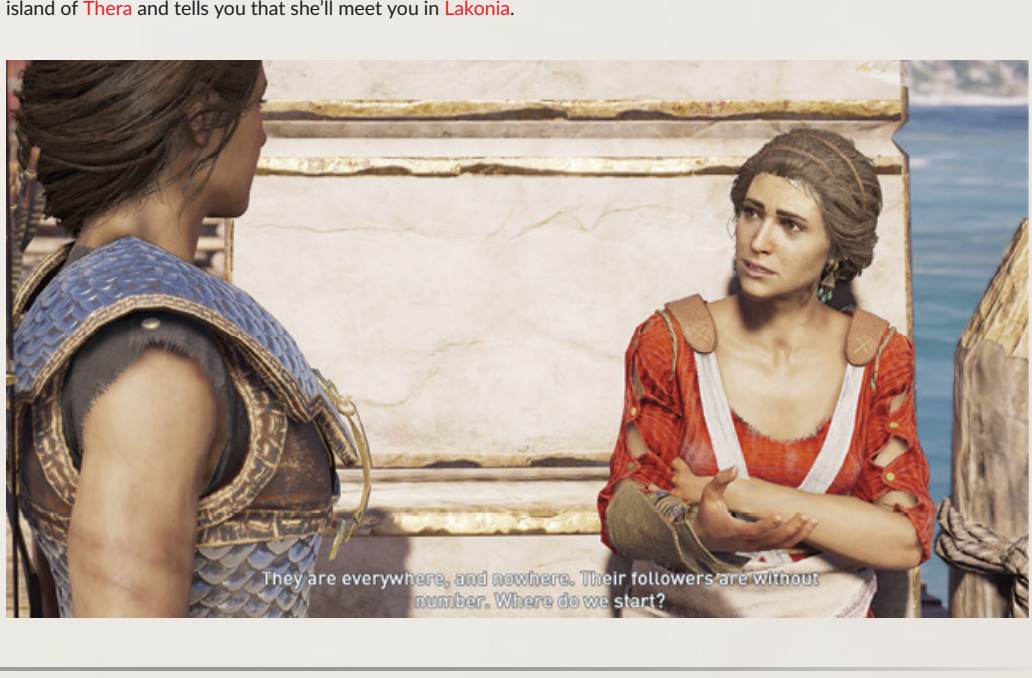
Loot
Initiate Boarding

RETURN MYRRINE TO NAXOS

Sail back to the dock **(1)** in Naxos to drop Myrrine off. Exit the Adrestia and talk with your mother on the pier.

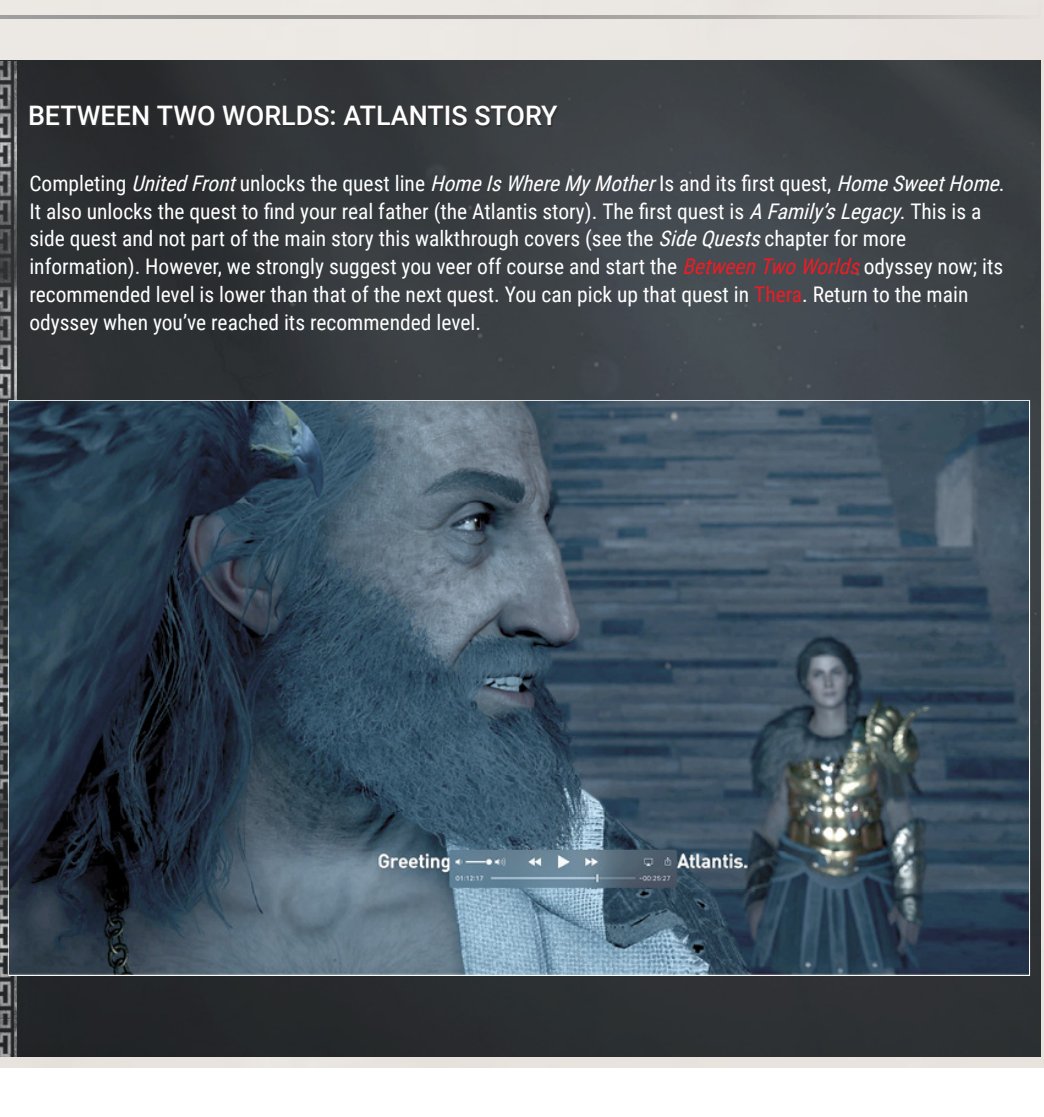
Conversation with Myrrine

Your mother feels the two of you have done great things together already and that Naxos should be safe. The focus is now on taking out the cult. Myrrine suggests starting in Sparta to clean up their home and send a message. She's going to square things up in Naxos before leaving and wants you to find your father. You can ask her **"Tell me about him,""I'm not sure I want to,"** or **"I've had enough of fathers."** The compassionate response would be the first one. She tells you that you should find out for yourself and that he's a difficult man to describe. She points you in the direction of the island of Thera and tells you that she'll meet you in Lakonia.


They are everywhere, and nowhere. Their followers are without number. Where do we start?

BETWEEN TWO WORLDS: ATLANTIS STORY

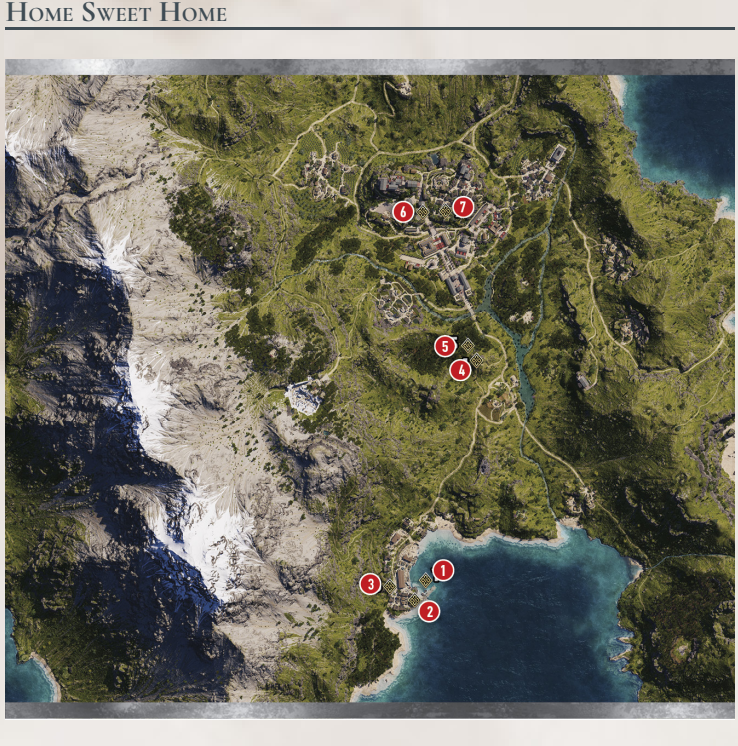
Completing *United Front* unlocks the quest line *Home Is Where My Mother Is* and its first quest, *Home Sweet Home.* It also unlocks the quest to find your real father (the Atlantis story). The first quest is *A Family's Legacy.* This is a side quest and not part of the main story this walkthrough covers (see the *Side Quests* chapter for more information). However, we strongly suggest you veer off course and start the *Between Two Worlds* odyssey now; its recommended level is lower than that of the next quest. You can pick up that quest in Thera. Return to the main odyssey when you've reached its recommended level.



LAKONIA

HOME IS WHERE MY MOTHER IS

HOME SWEET HOME



RECOMMENDED LEVEL: 32

PREREQUISITE: *Complete United Front*

UNLOCKS: *Kings of Sparta, Bully the Bullies, One Bad Spartan Spoils the Whole Bunch*

STORY: After helping your mother secure Naxos and learning the whereabouts of your real father, you set sail for Lakonia to face your Spartan past and reclaim the place you once called home.

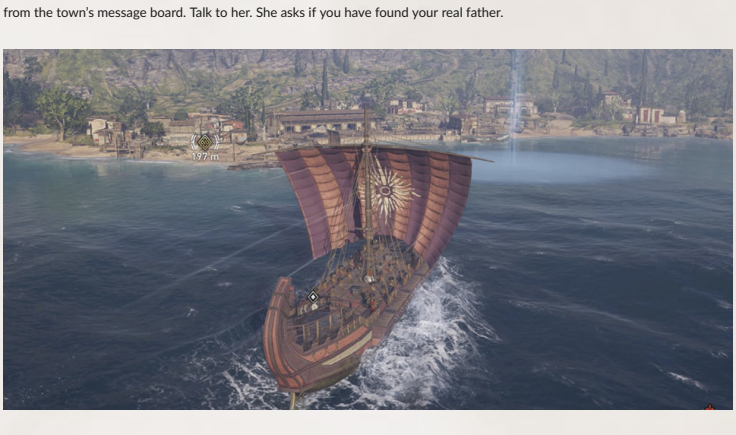
TALK TO MYRRINE AT GYTHEION

LAKONIA: VILLAGE OF GYTHEION

HAVE YOU MET YOUR FATHER?

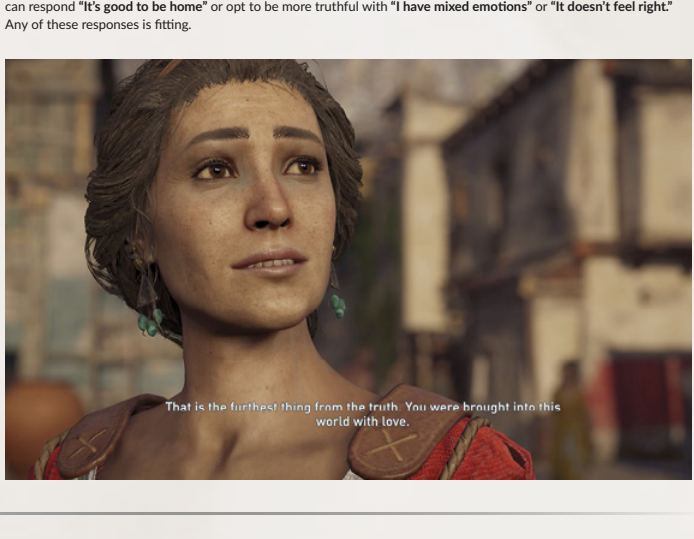
We strongly suggest that before starting this quest you have at least met your father in Atlantis (Thera) and have completed *A Family's Legacy*, which opens the quest lines *The Gates of Atlantis* and *The Last Riddle*.

Dock the Adrestia at the Village of Gytheion's port **(1)**. You can find Myrrine **(2)** in the seaside village, waiting for you not far from the town's message board. Talk to her. She asks if you have found your real father.



Conversation with Myrrine

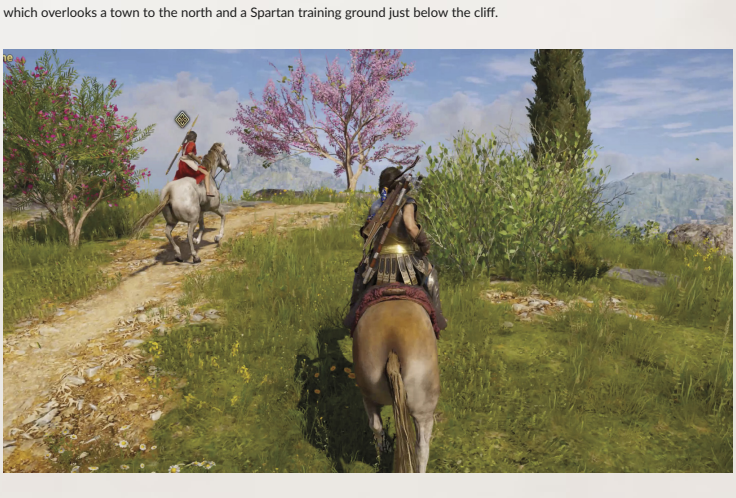
Your mother asks what your real father (in the Between Two Worlds odyssey) told you. You can tell her **"He told me what needs to be done,"** and that will suffice. You're afraid that you're not his child but just a weapon. Your mother comforts you and says that's not true. The subject switches to Sparta and how good it is to be together here again. You can respond **"It's good to be home"** or opt to be more truthful with **"I have mixed emotions"** or **"It doesn't feel right."** Any of these responses is fitting.


That is the furthest thing from the truth. You were brought into this world with love.

FOLLOW MYRRINE

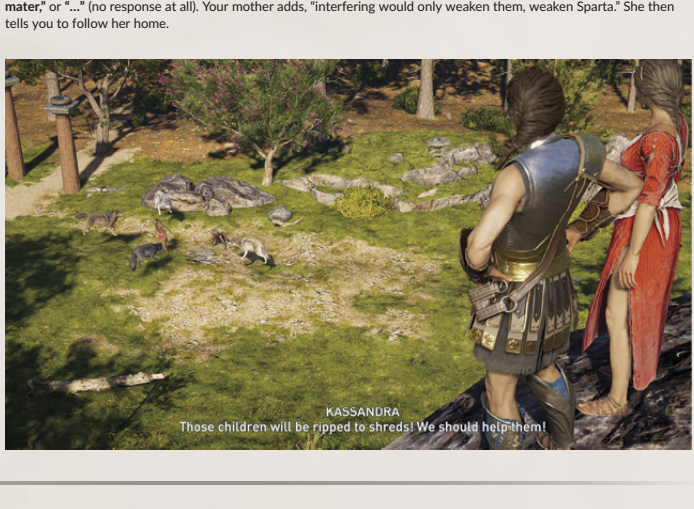
You both agree to see the old home, but first she wants to show you something. Follow Myrrine as she heads off through town to a stable to mount a horse. Call Phobos or take the second horse in the stable **(3)**. You ride north, stopping only to destroy any threatening animals along the way.

She stops by a beautiful tree on a small hill **(4)** to the north and then dismounts and walks to the northern edge of the ledge, which overlooks a town to the north and a Spartan training ground just below the cliff.



Conversation with Myrrine

Your mother takes you to the area where she first taught you to use a spear. You spot some Spartan children in training below. They're fighting some fierce wolves and you become very concerned for their well-being. Your mother says that's the way Spartans train and you should not interfere. You can respond **"I'm going to help them anyways," "Yes, mater,"** or **"…"** (no response at all). Your mother adds, "interfering would only weaken them, weaken Sparta." She then tells you to follow her home.


KASSANDRA
Those children will be ripped to shreds! We should help them!

FOLLOW MYRRINE OR KILL THE WOLVES

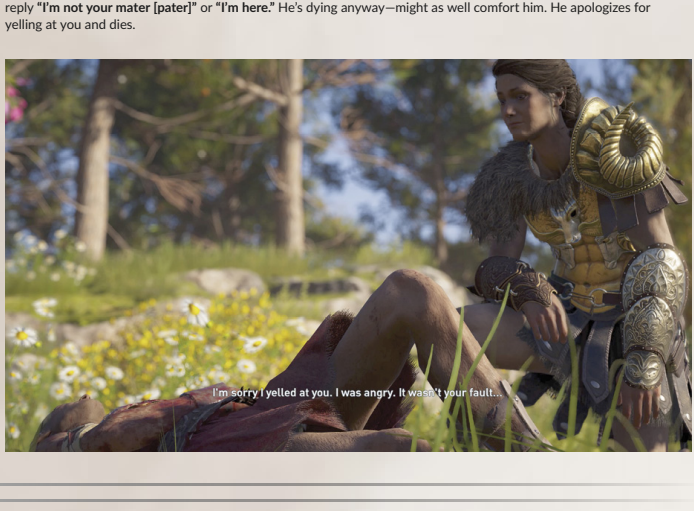
The objective implies it's not too late to help those poor children out with the wolves. It's hard to resist knowing what you've been through, but the Spartan way is what has made you so strong. If you follow your mother without engaging and reach the bottom of the hill (away from the boys), then you lose the opportunity to help. But if you fire an arrow at the wolves or run down the hill and help then you get a little diversion quest. Oh, what the heck. Shoot arrows into those wolves. There are four of them.

TALK TO THE INJURED YOUNG SPARTAN

This objective only happens if you engage the wolves before following your mother down the opposite side of the hill. Remount your horse and follow Myrrine as she passes the training grounds below on horseback. Leave your mother and follow the marker to the injured young Spartan **(5)**.

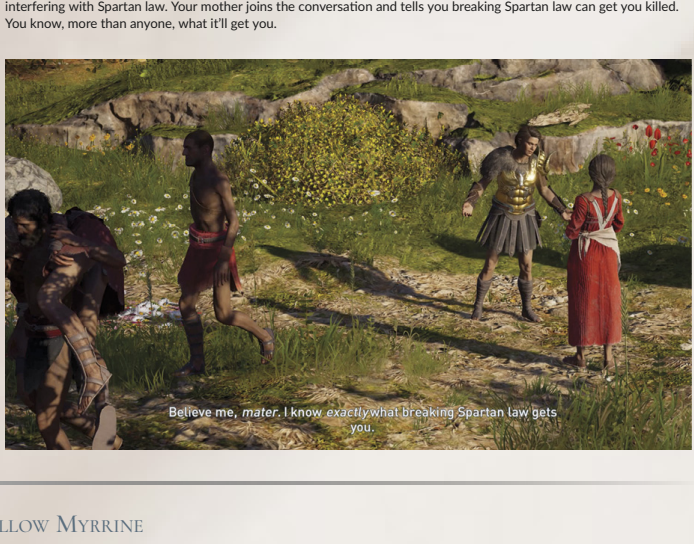
Conversation with Injured Young Spartan

You kneel at the injured young Spartan's side and speak to him. He's really hurt. He thinks you're his parent. You can reply **"I'm not your mater [pater]"** or **"I'm here."** He's dying anyway—might as well comfort him. He apologizes for yelling at you and dies.


I'm sorry I yelled at you. I was angry. It wasn't your fault...

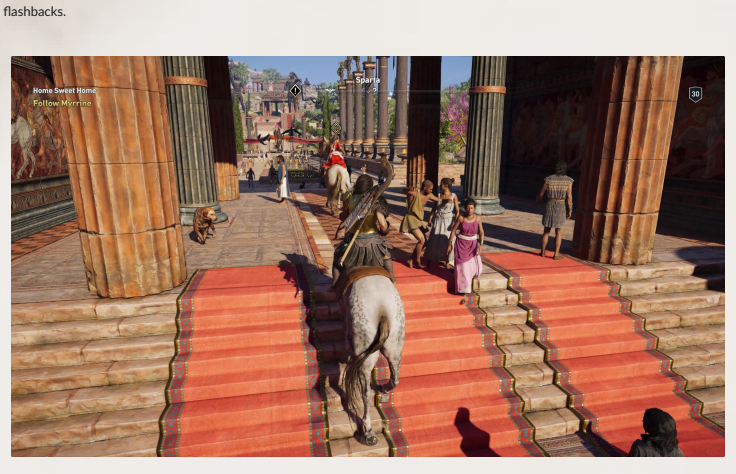
Conversation with Spartan Trainers

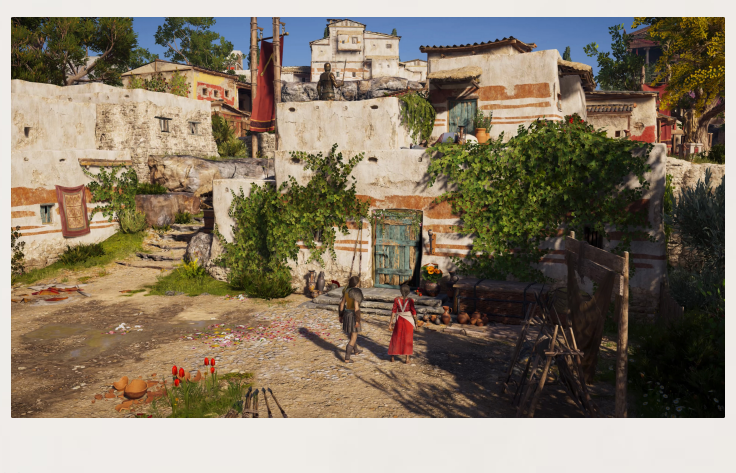
You tell his trainers that his death was unnecessary. They ask what you are doing here. You can respond **"I was just passing by"** or **"I helped fight the wolves."** Tell them a lie and they'll call you out. Either way they accuse you of interfering with Spartan law. Your mother joins the conversation and tells you breaking Spartan law can get you killed. You know, more than anyone, what it'll get you.


Believe me, mater, I know exactly what breaking Spartan law gets you.

FOLLOW MYRRINE

Again, mount your horse and follow Myrrine into and right through the middle of Sparta on horseback. She dismounts near the town icon on the map **(6)** and then walks a short distance east to your old house **(7)**. This should look very familiar from your flashbacks.

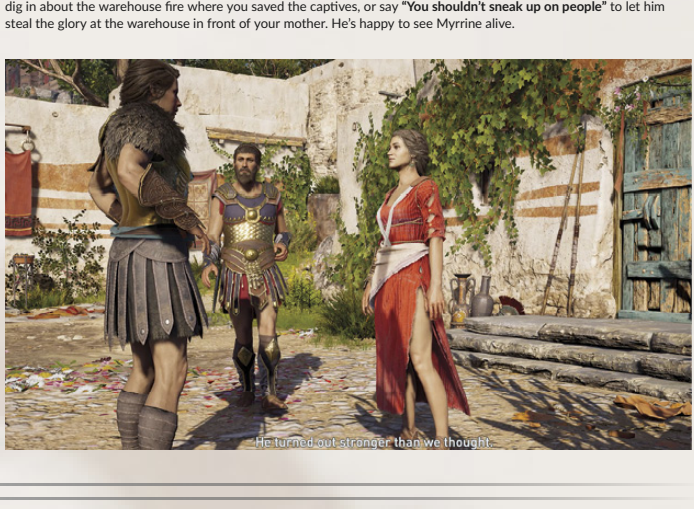




TALK TO MYRRINE

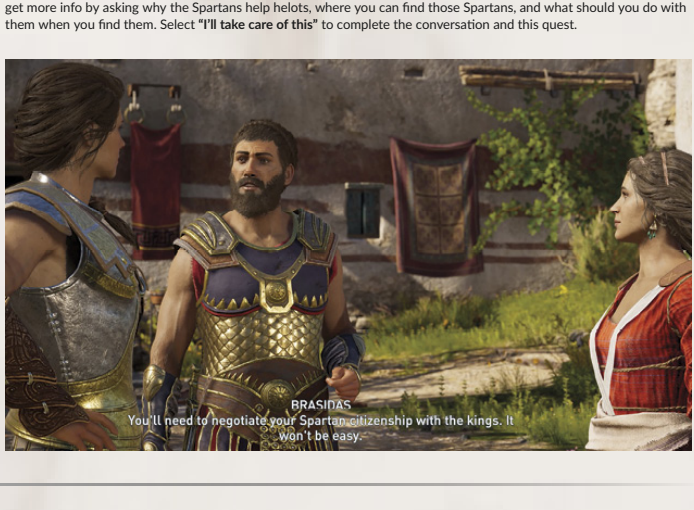
Conversation with Myrrine

While you're reminiscing in front of the old house, Nikolaos comes up in the conversation, and your mother tells you how proud he was of you. You can respond **"He was a cruel man"** or (warmer) **"Despite everything, I'm grateful for his training."** She asks if you remember the first time you held your sibling. Answer, **"I remember"** or listen her story by choosing **"That was a long time ago."** Brasidas walks up and surprises you. Tell him **"Good to see you, Brasidas"** to get a dig in about the warehouse fire where you saved the captives, or say **"You shouldn't sneak up on people"** to let him steal the glory at the warehouse in front of your mother. He's happy to see Myrrine alive.



Conversation with Brasidas

You tell Brasidas that you want your home back. He tells you Sparta claimed your estate after Nikolaos disappeared and is waiting for Stentor to claim it. Ask him **"How do we get it back?"** He'll tell you that you need to negotiate your Spartan citizenship with the kings, and it's not easy. King Archidamos won't forget how Myrrine punched him in the nose. Brasidas suggests you help Sparta by taking care of the traitors who are giving the helots (serfs) weapons. You can get more info by asking why the Spartans help helots, where you can find those Spartans, and what should you do with them when you find them. Select **"I'll take care of this"** to complete the conversation and this quest.


BRASIDAS
You'll need to negotiate your Spartan citizenship with the kings. It won't be easy.

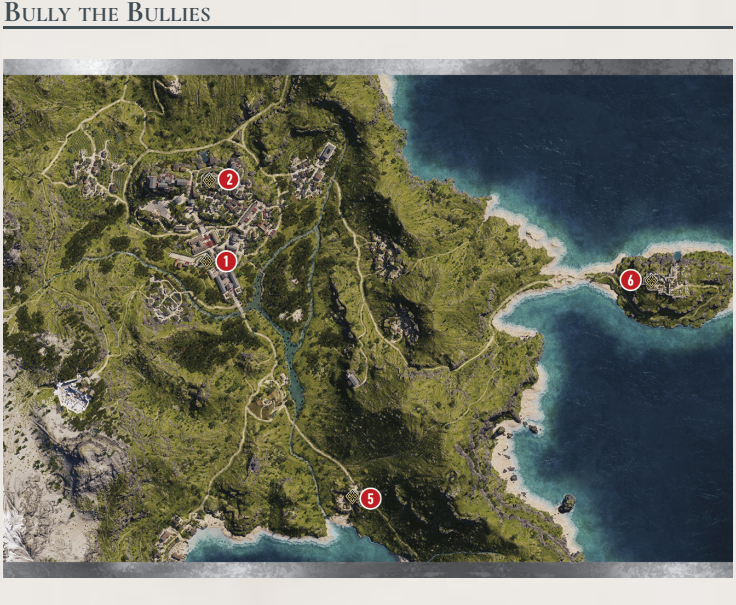
MULTIPLE QUESTS UNLOCKED

Completing this quest unlocks *Kings of Sparta* and its two support quests: *Bully the Bullies* and *One Bad Spartan Spoils the Whole Bunch*. Complete these two support quests to prevent the kings of Sparta from giving you three tasks after speaking to them at the end of *Kings of Sparta*. If you do not present the gift of those completed tasks then they send you on a legendary hunt quest.

LEVEL REQUIREMENTS

If you have only found your father in Thera and have not completed the Between Two Worlds odyssey, then you could be at a lower than desired level right now. Take this time to revisit old haunts and pick up several side quests to get your level up to the suggested one for these quests—32.

BULLY THE BULLIES



RECOMMENDED LEVEL: 32

PREREQUISITE: Complete *Home Sweet Home*

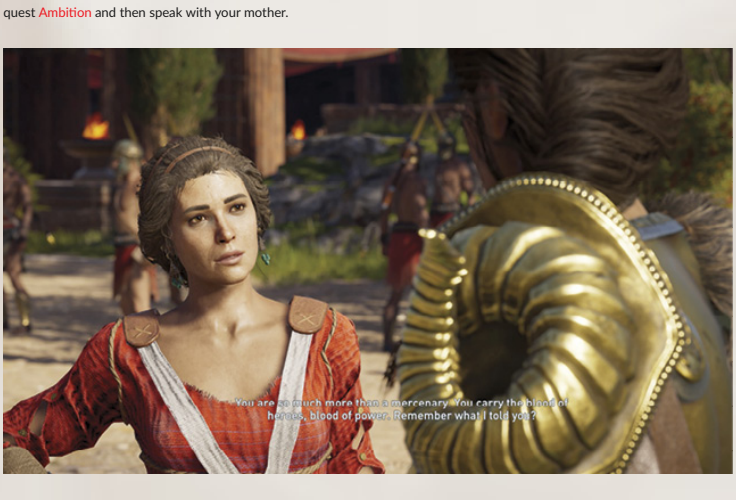
UNLOCKS: N/A (This is one of two support quests that, if completed, reduce the number of tasks from the kings of Sparta to only two.)

STORY: You meet with Myrrine at the Tomb of Leonidas, where you learn more about your family history and your destiny and come face to face with Spartan kings both old and new.

TALK TO MYRRINE

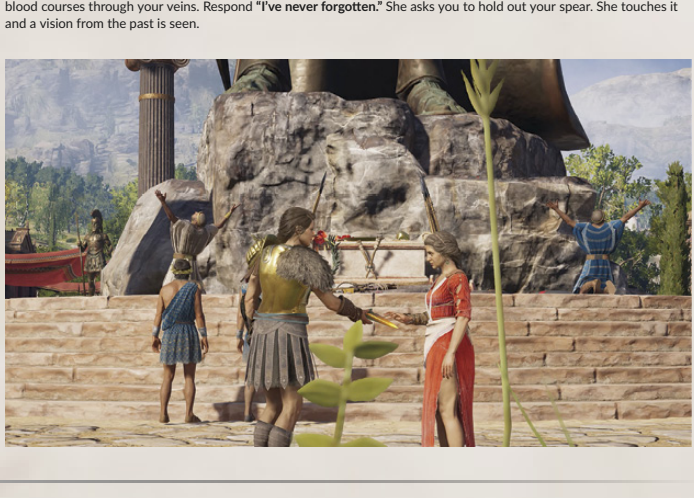
LAKONIA: SPARTA

If you have not done so already, synchronize with the Temple of Athena Chalkioikos on your way to talk to your mother **(1)** at the Tomb of Leonidas. She is standing near a Spartan commander who is also a quest giver. Talk to him to pick up the side quest Ambition and then speak with your mother.

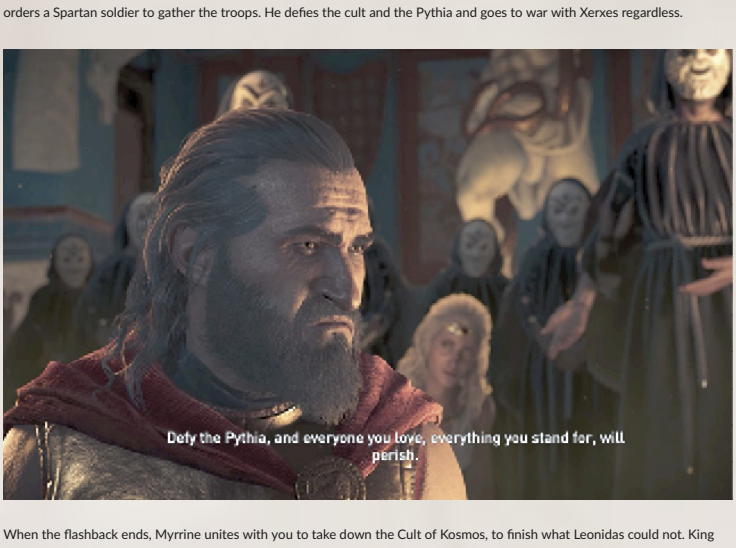


Conversation with Myrrine

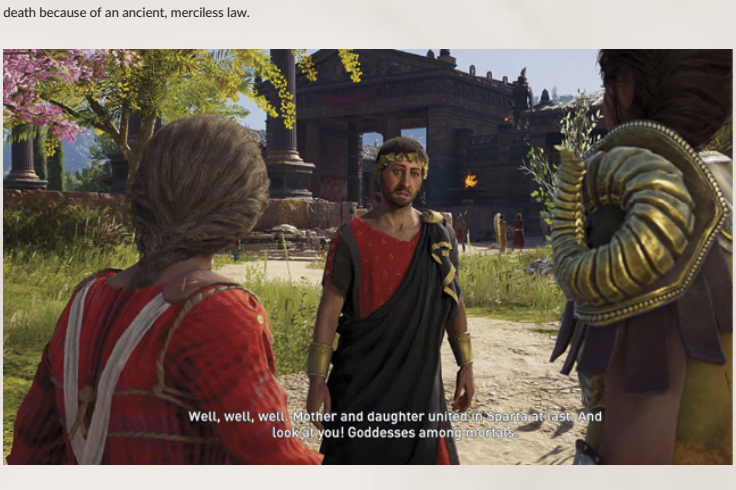
Myrrine stands in the shadows of the extremely large statue of your grandfather, Leonidas. She tells you that the same blood courses through your veins. Respond **"I've never forgotten."** She asks you to hold out your spear. She touches it and a vision from the past is seen.



In the flashback, Leonidas argues with the Cult of Kosmos and the Pythia about going to war with the Persians. The Pythia tells Leonidas that his fate is sealed. Xerxes will unite Sparta, bringing order to chaos. Leonidas storms out of the meeting and orders a Spartan soldier to gather the troops. He defies the cult and the Pythia and goes to war with Xerxes regardless.


Defy the Pythia, and everyone you love, everything you stand for, will perish.

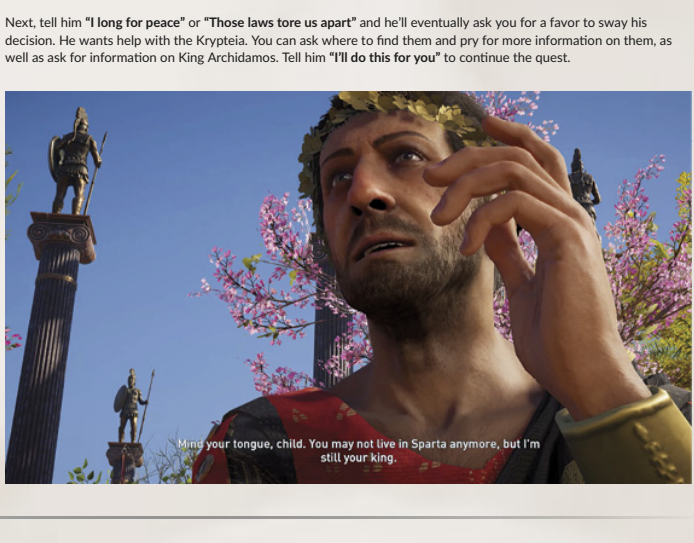
When the flashback ends, Myrrine unites with you to take down the Cult of Kosmos, to finish what Leonidas could not. King Pausanias walks up and joins the conversation. There are two kings in Sparta—Pausanias and Archidamos. Pausanias is more new age while Archidamos is old school (and also the one Myrrine punched in the nose). You'll meet Archidamos later. Your mother introduces you to King Pausanias. He recalls your story…how you died to save your sibling—an innocent child put to death because of an ancient, merciless law.



Conversation with King Pausanias

You can respond to Pausanias's comment about your childhood heroic act by selecting **"You don't sound like most Spartans."** This choice is good because it points out his different political views from the old-school king, Archidamos. You tell him he sounds progressive. But keep in mind you need to keep the king happy; you are trying to regain citizenship. Or you could choose **"I wasn't the only one put to death"** or **"Sparta found me guilty."** But no matter your choice, you still receive the stink eye from your mother for your attitude with the king.

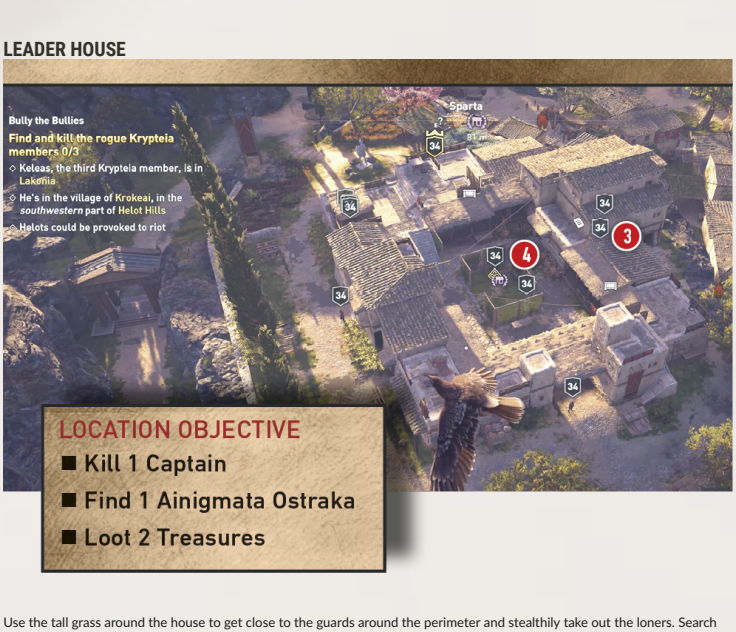
Next, tell him **"I long for peace"** or **"Those laws tore us apart"** and he'll eventually ask you for a favor to sway his decision. He wants help with the Krypteia. You can ask where to find them and pry for more information on them, as well as ask for information on King Archidamos. Tell him **"I'll do this for you"** to continue the quest.


Hold your tongue, child. You may not live in Sparta anymore, but I'm still your king.

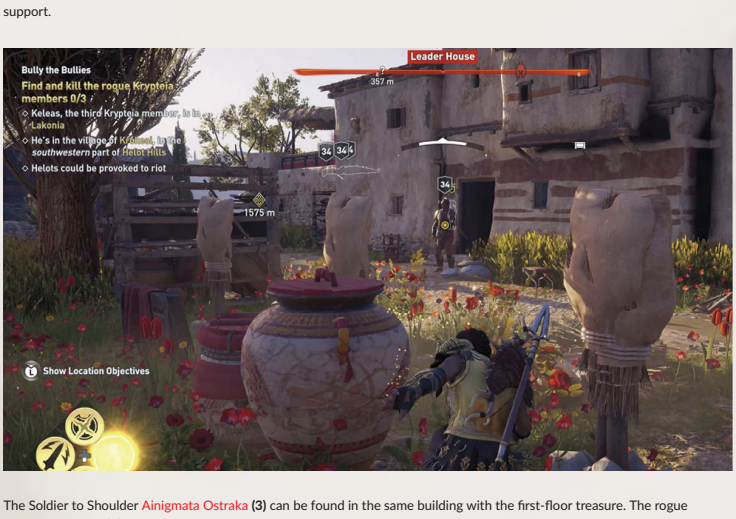
FIND AND KILL THE THREE ROUGUE KRYPTEIA MEMBERS

Three objective markers pop up on the map: **(2)**, **(5)**, and **(6)**. We'll head north to the nearest objective and continue the quest there at the Leader House **(2)**.

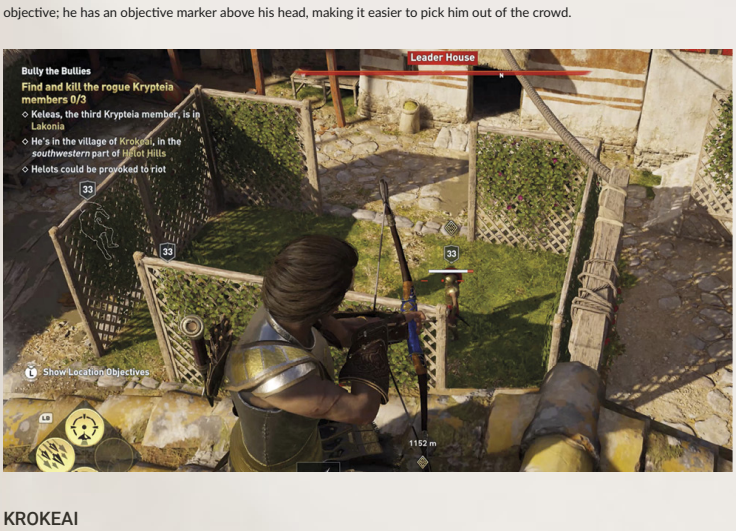
LEADER HOUSE



Use the tall grass around the house to get close to the guards around the perimeter and stealthily take out the loners. Search the rooftop for sleeping guards and eliminate them as they rest. Enter the home and whistle so nearby guards will enter your room; take them out without witnesses. If you cannot take him out stealthily, save the captain for last so he'll receive no support.

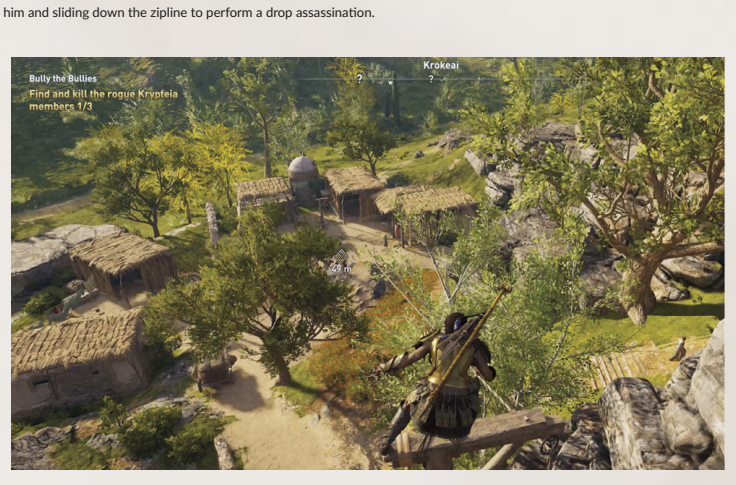


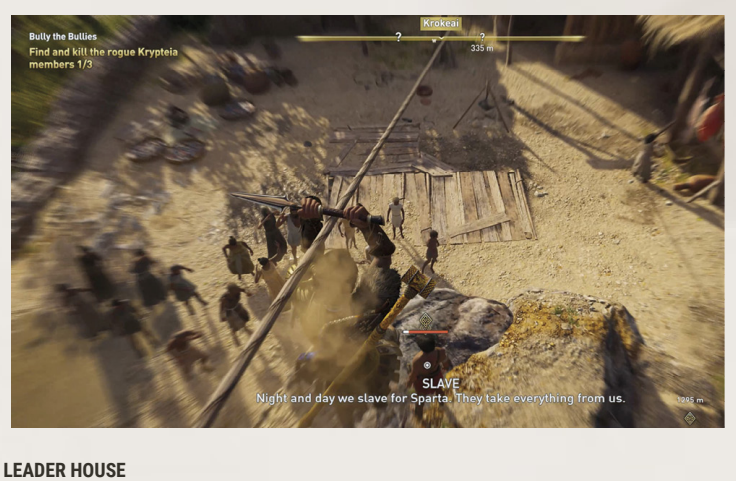
The Soldier to Shoulder Ainigmata Ostraka **(3)** can be found in the same building with the first-floor treasure. The rogue Krypteia member **(4)** is not always in the same place and patrols the property. Find and execute him to complete a third of the objective; he has an objective marker above his head, making it easier to pick him out of the crowd.



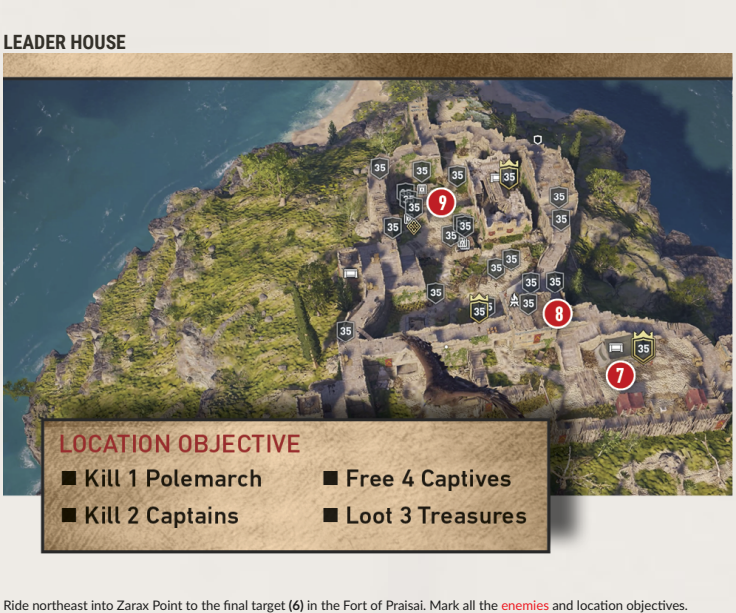
KROKEAI

Head south to the next closest objective marker **(5)**. Send Ikaros to scout when you're around 150 meters from the target. You find the rogue Krypteia on his soapbox, trying to incite a crowd of villagers. He's an easy, unprotected target. Simply run up behind him and stab him in the neck or send an arrow into his head from a distance. For fun, try climbing the hill to the east of him and sliding down the zipline to perform a drop assassination.

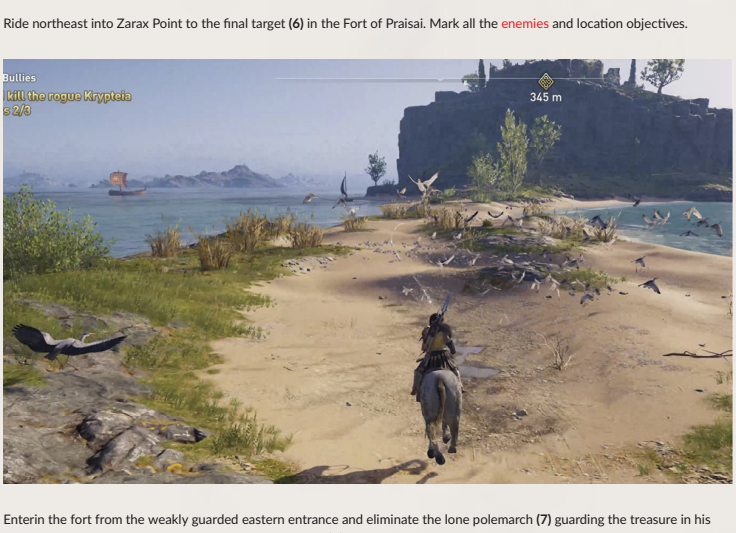



SLAVE
Night and day we slave for Sparta. They take everything from us.

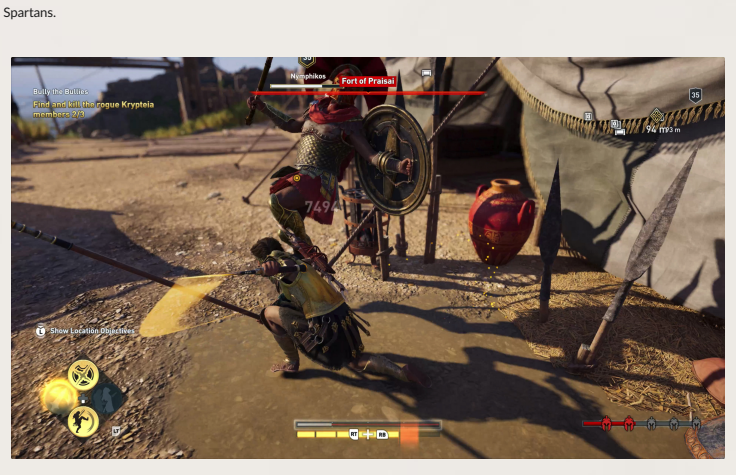
LEADER HOUSE

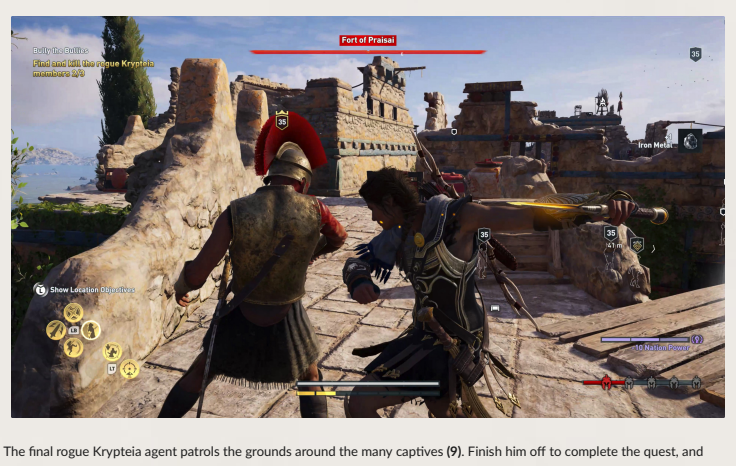


Ride northeast into Zarax Point to the final target **(6)** in the Fort of Praisai. Mark all the enemies and location objectives.



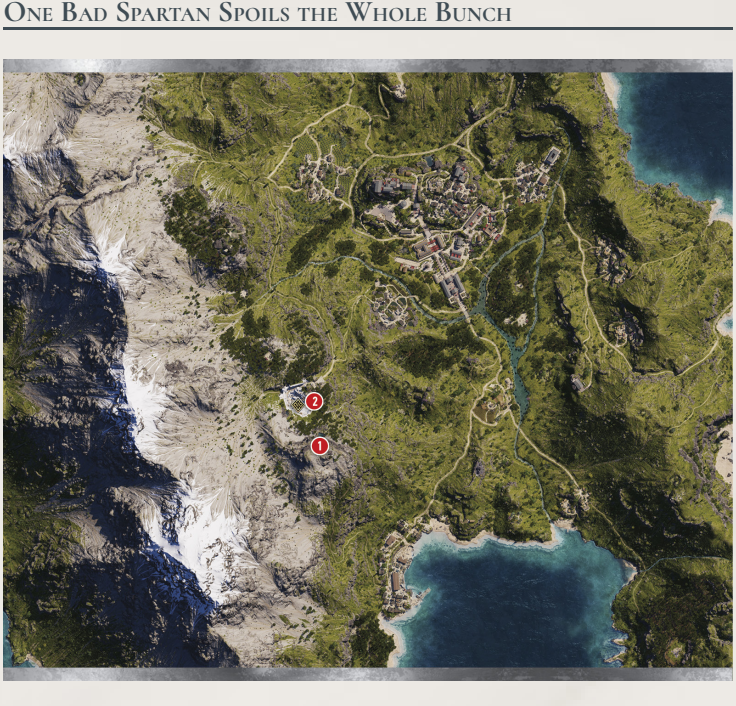
Enter the fort from the weakly guarded eastern entrance and eliminate the lone polemarch **(7)** guarding the treasure in his tent. Scale the nearby fort walls, set a trap at the brazier **(8)**, and begin sneaking along and eliminating the patrolling Spartans.





The final rogue Krypteia agent patrols the grounds around the many captives **(9)**. Finish him off to complete the quest, and then complete the location objectives for the added XP, which is almost equal to the amount you'll get from completing the quest!

ONE BAD SPARTAN SPOILS THE WHOLE BUNCH



RECOMMENDED LEVEL: 35

PREREQUISITE: Complete *Home Sweet Home*

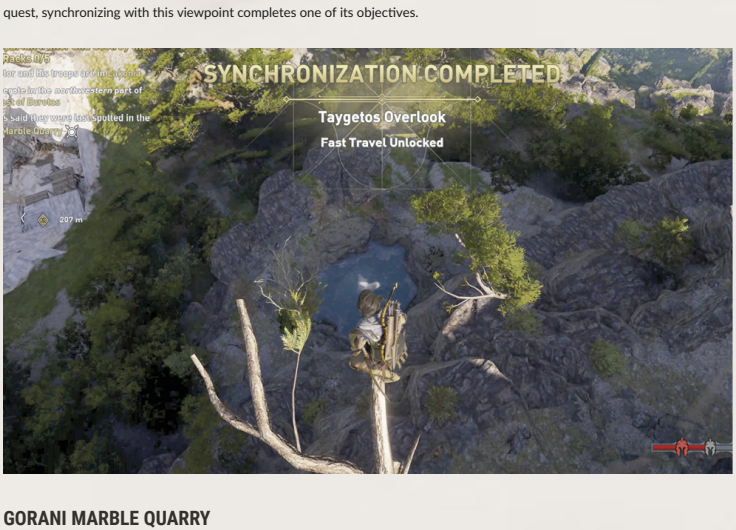
UNLOCKS: N/A (This is one of two support quests that, if completed, will reduce the number of tasks from the kings of Sparta to only two.)

STORY: Spartan traitors are fueling a rebellion by arming helots with weapons. Brasidas sends you to deal with these traitorous polemarchs to gain favor with the Spartan king, Archidamos.

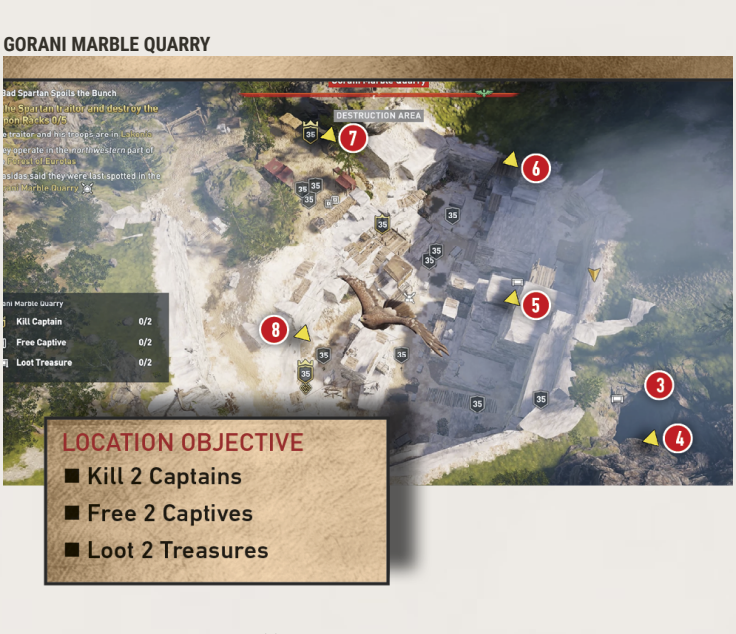
KILL THE SPARTAN TRAITOR AND DESTROY THE FIVE WEAPON RACKS

LAKONIA: FOREST OF EUROTAS

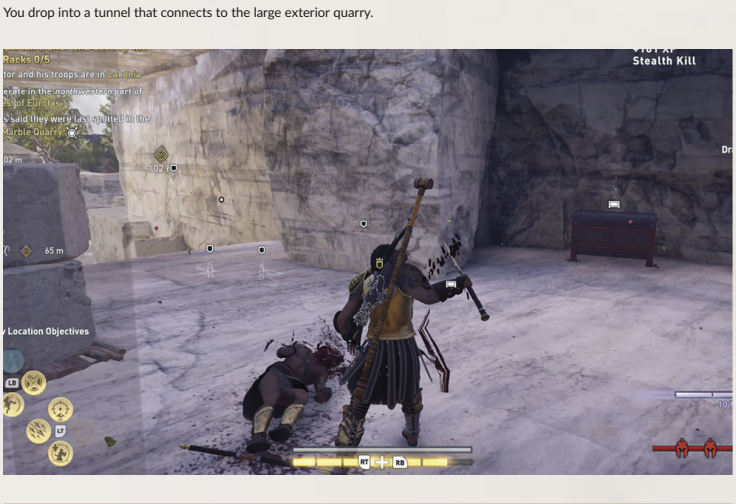
Travel southwest and synchronize with the Taygetos Overlook viewpoint **(1)** in the Forest of Eurotas. This viewpoint gives you a great top-down view of your next destination, the Gorani Marble Quarry **(2)**. While on this mountaintop, fly Ikaros over the quarry to locate the traitor and to tag all the enemies and location objectives. If you have started the Prince of Persia side quest, synchronizing with this viewpoint completes one of its objectives.



GORANI MARBLE QUARRY

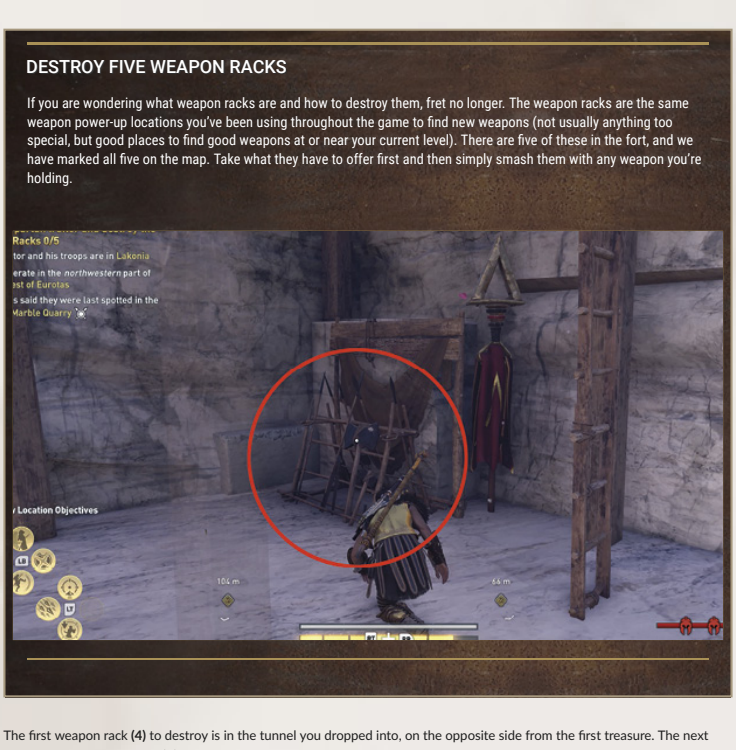


Approach this quarry from the top. Find a pit **(3)** on the top of the hill southwest and just a few meters from the top of the quarry. Use this entrance to start your infiltration. Descend into the pit and perform a drop assassination on the guard below. You drop into a tunnel that connects to the large exterior quarry.

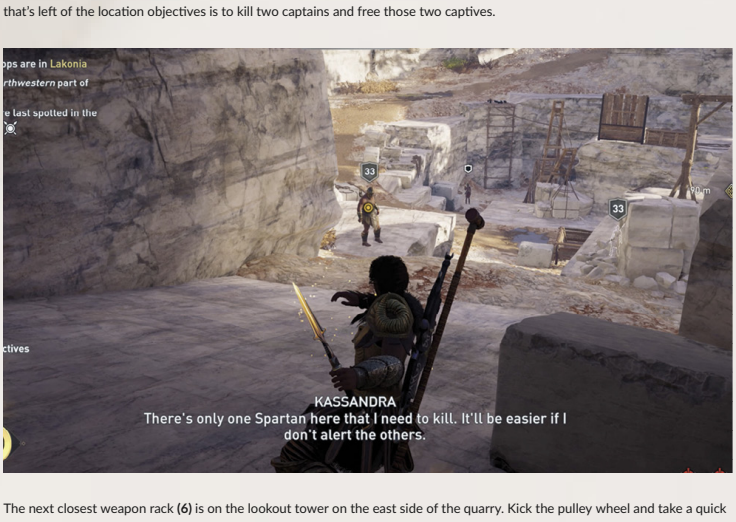


DESTROY FIVE WEAPON RACKS

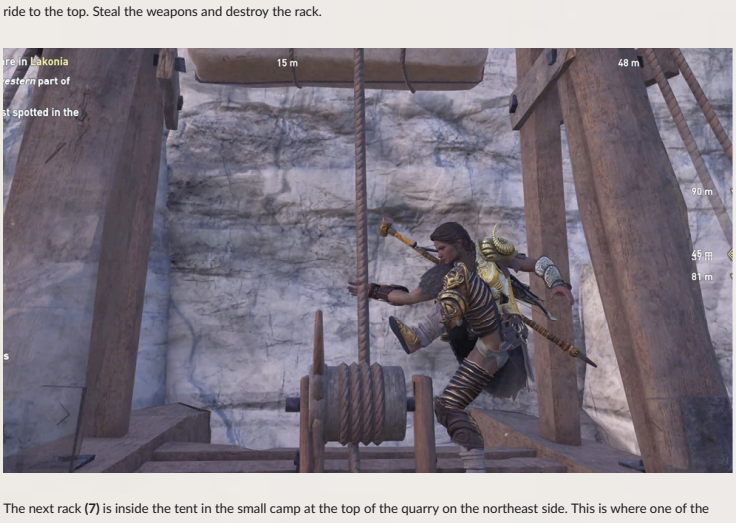
If you are wondering what weapon racks are and how to destroy them, fret no longer. The weapon racks are the same weapon power-up locations you've been using throughout the game to find new weapons (not usually anything too special, but good places to find good weapons at or near your current level). There are five of these in the fort, and we have marked all five on the map. Take what they have to offer first and then simply smash them with any weapon you're holding.



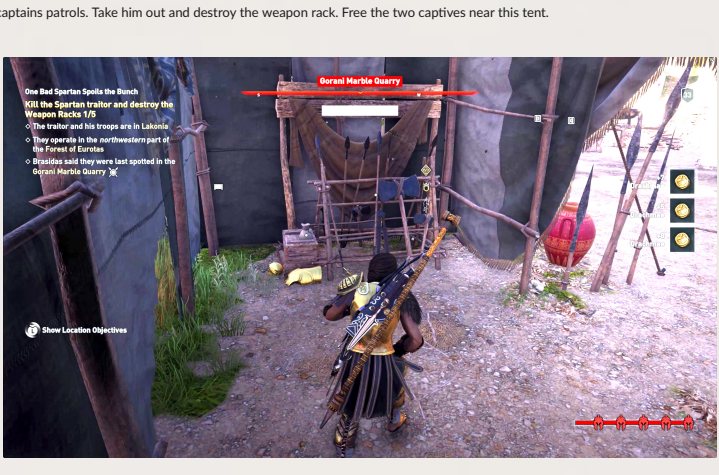
The first weapon rack **(4)** to destroy is in the tunnel you dropped into, on the opposite side from the first treasure. The next closest rack is in the tunnel **(5)** under the multilayered tiers of the eastside quarry. It is next to a treasure. Loot that and all that's left of the location objectives is to kill two captains and free those two captives.

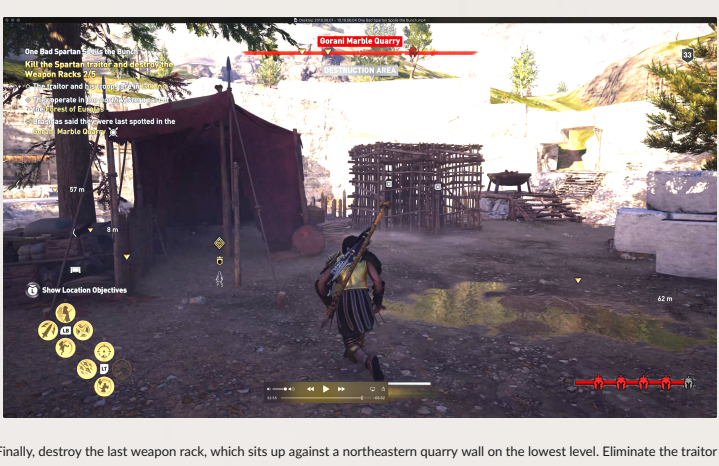

KASSANDRA
There's only one Spartan here that I need to kill. It'll be easier if I don't alert the others.

The next closest weapon rack **(6)** is on the lookout tower on the east side of the quarry. Kick the pulley wheel and take a quick ride to the top. Steal the weapons and destroy the rack.



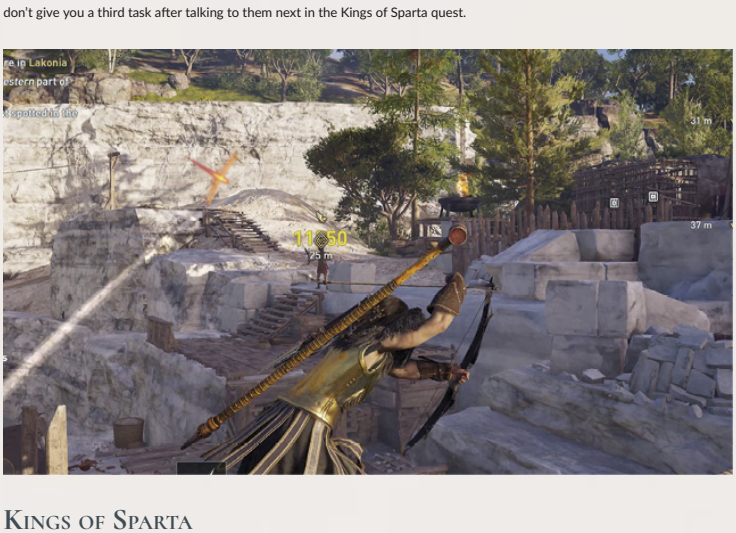
The next rack **(7)** is inside the tent in the small camp at the top of the quarry on the northeast side. This is where one of the captains patrols. Take him out and destroy the weapon rack. Free the two captives near this tent.



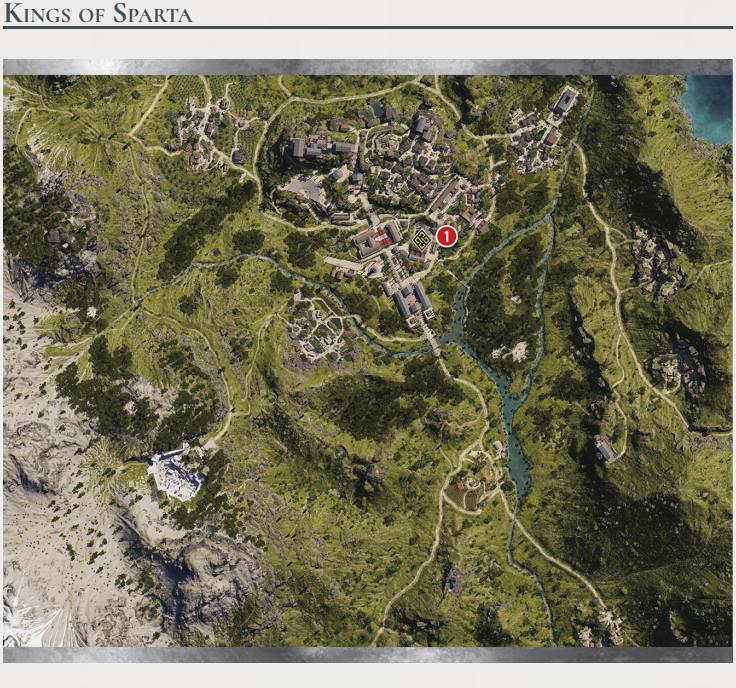


Finally, destroy the last weapon rack, which sits up against a northeastern quarry wall on the lowest level. Eliminate the traitor who wanders the quarry with an objective marker over his head. He's the other captain in the fort. This completes the quest.

You now—with having also finished Bully the Bullies—have completed all the gift quests needed for the kings of Sparta so they don't give you a third task after talking to them next in the Kings of Sparta quest.



KINGS OF SPARTA



RECOMMENDED LEVEL: 35

PREREQUISITE: Complete *Home Sweet Home*

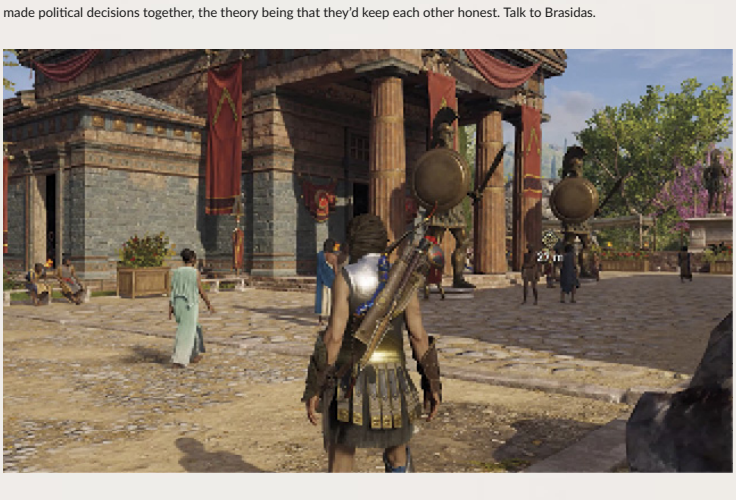
UNLOCKS: *The Conqueror, Delivering a Champion, To Kill or Not to Kill* (and if gift quests were not completed then *A Legendary Hunt* unlocks as well)

STORY: To regain your citizenship and reclaim your home, you have to convince Sparta's kings. No one forgets that night on Mount Taygetos, and forgiveness comes at an incredible cost.

MEET BRASIDAS

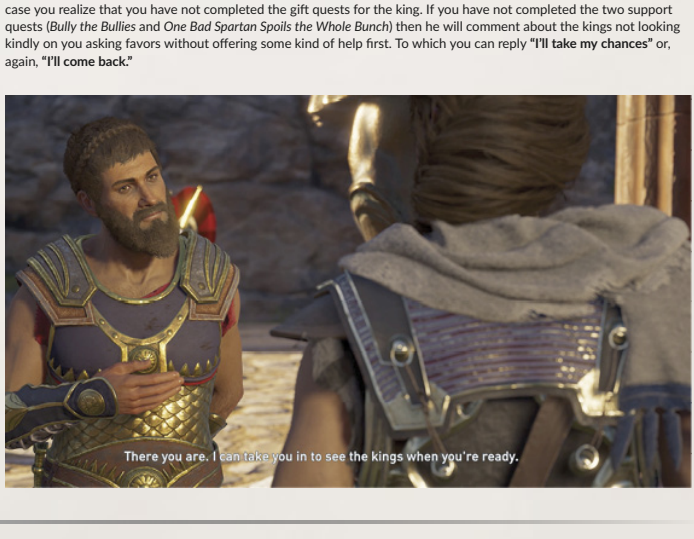
LAKONIA: SPARTA

Follow the marker to Brasidas **(1)**, who stands outside the kings' chamber. When you approach him, the leaders of this region are revealed: the two kings of Sparta. The two houses that ruled Sparta both claimed to be descended from Herakles. They made political decisions together, the theory being that they'd keep each other honest. Talk to Brasidas.

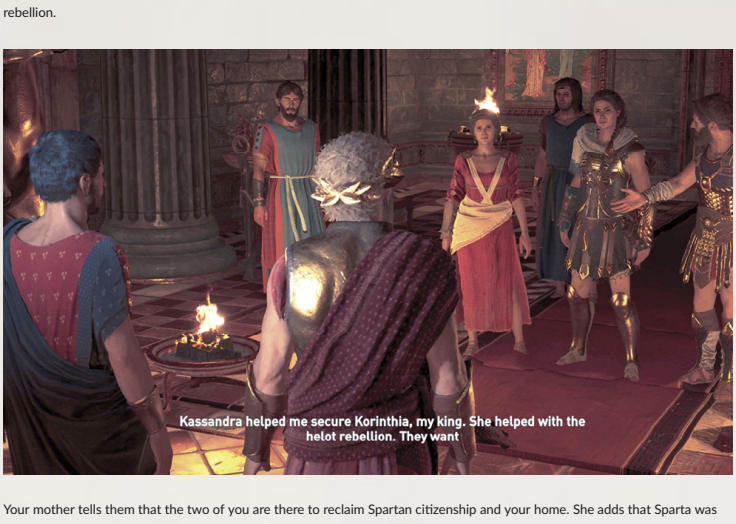


Conversation with Brasidas

Brasidas says he can take you in to see the kings when you're ready. You can tell him **"I'm ready"** and you'll go in, or you can ask him **"What should I expect?"** and he'll explain the kings to you. This unlocks two more minor questions—**"Who is Pausanias?"** and **"Who is Archidamos?"**—to really get a feel for their politics. Lastly, you can select **"I'm not ready"** in case you realize that you have not completed the gift quests for the king. If you have not completed the two support quests (*Bully the Bullies* and *One Bad Spartan Spoils the Whole Bunch*) then he will comment about the kings not looking kindly on you asking favors without offering some kind of help first. To which you can reply **"I'll take my chances"** or, again, **"I'll come back."**


There you are. I can take you in to see the kings when you're ready.

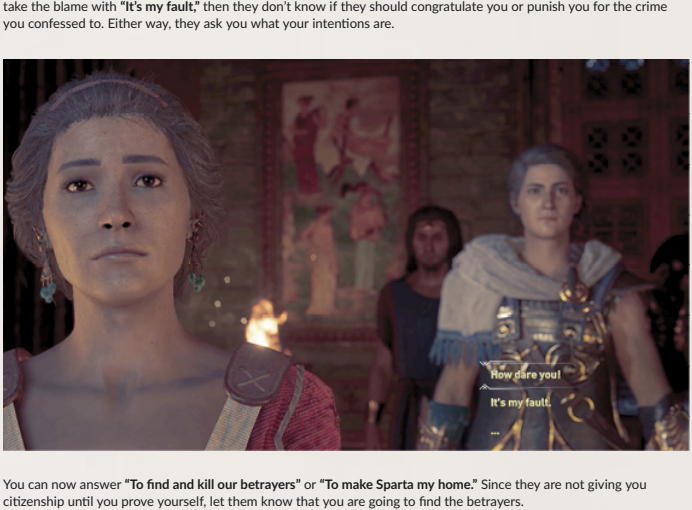
Once inside, you find the two kings fighting with spears to settle an argument. Archidamos stops short of killing Pausanias. Brasidas introduces you to the kings, who both remember the two of you quite well. Archidamos snaps at you for having the gall to show your face in Sparta. Brasidas defends you, pointing out your help securing Korinthia. And if you completed the support quests (*Bully the Bullies* and *One Bad Spartan Spoils the Whole Bunch*) he'll add that you helped with the helot rebellion.


Kassandra helped me secure Korinthia, my king. She helped with the helot rebellion. They want

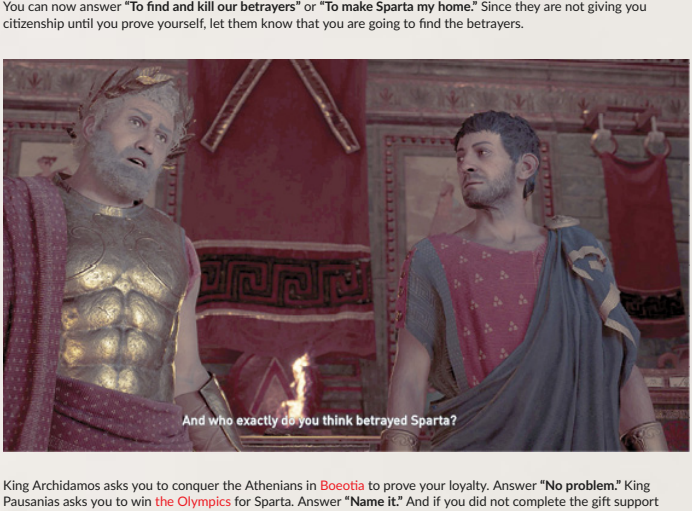
Your mother tells them that the two of you are there to reclaim Spartan citizenship and your home. She adds that Sparta was betrayed and that the two of you will expose the traitor. Archidamos tells her that she hasn't cared for Sparta in years. This is where you butt into the conversation.

Conversation with Archidamos and Pausanias

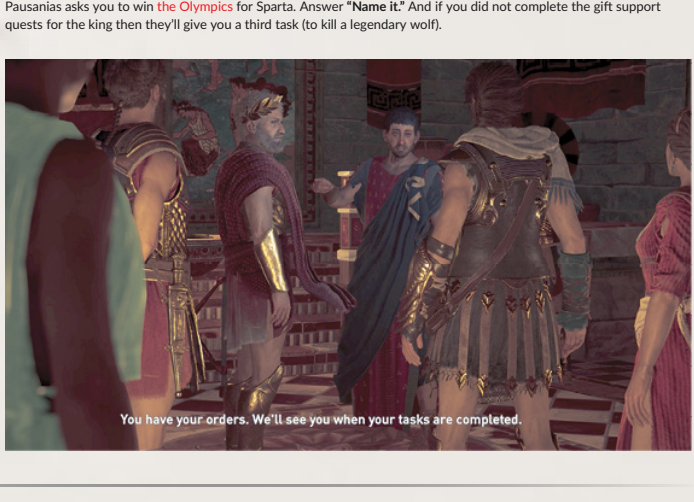
When Archidamos tells Myrrine that she hasn't cared for Sparta for years, you can say **"How dare you!"** or **"It's my fault"** or simply say nothing with **"…"**—all of these responses make the kings agitated. However, defending your mother boldly with the first choice (**"How dare you!"**) gets a proud and loving reaction from your mother as you stand up for her. Archidamos will comment on how you cannot control your temper, just like your grandfather Leonidas. But if you take the blame with **"It's my fault,"** then they don't know if they should congratulate you or punish you for the crime you confessed to. Either way, they ask you what your intentions are.



You can now answer **"To find and kill our betrayers"** or **"To make Sparta my home."** Since they are not giving you citizenship until you prove yourself, let them know that you are going to find the betrayers.



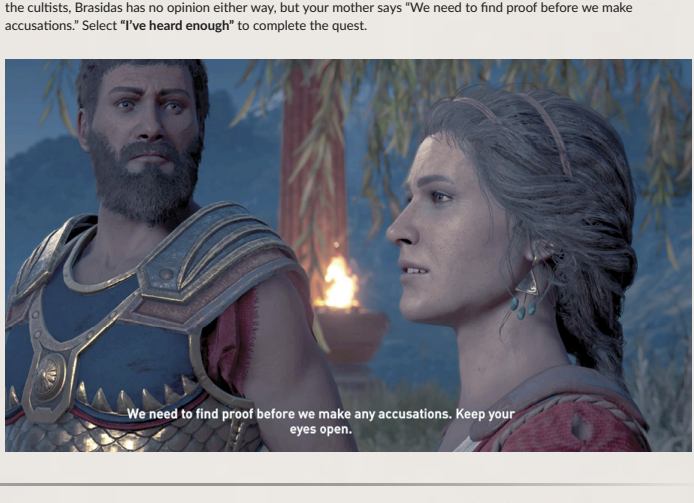
King Archidamos asks you to conquer the Athenians in Boeotia to prove your loyalty. Answer **"No problem."** King Pausanias asks you to win the Olympics for Sparta. Answer **"Name it."** And if you did not complete the gift support quests for the king then they'll give you a third task (to kill a legendary wolf).


You have your orders. We'll see you when your tasks are completed.

In a cinematic, Brasidas escorts you out of the building and walks you to your old home, where another conversation takes place.

Conversation with Brasidas

Brasidas agrees that the meeting went well and asks you if there's anything you need to know before setting off. You can ask him why the kings are sending you to Boeotia, what he knows about the Olympics, and his thoughts about the cultists. If you did not complete the gift support quests you can also ask about the legendary wolf. When you ask about the cultists, Brasidas has no opinion either way, but your mother says "We need to find proof before we make accusations." Select **"I've heard enough"** to complete the quest.


We need to find proof before we make any accusations. Keep your eyes open.

You earn a large amount of XP, a fair amount of drachmae, and the **regal greaves** armor (boots) for completing this mission. You also unlock several quest lines and their support quests. You unlock The Olympian quest line and its support quest, Delivering a Champion, as well as the quest line Paint It Red and its support quest, The Conqueror. You also unlock the quest line that involves finding clues about which king is the traitor. This happens in the quest line The Cult and the Archon and its support quest, To Kill or Not to Kill.

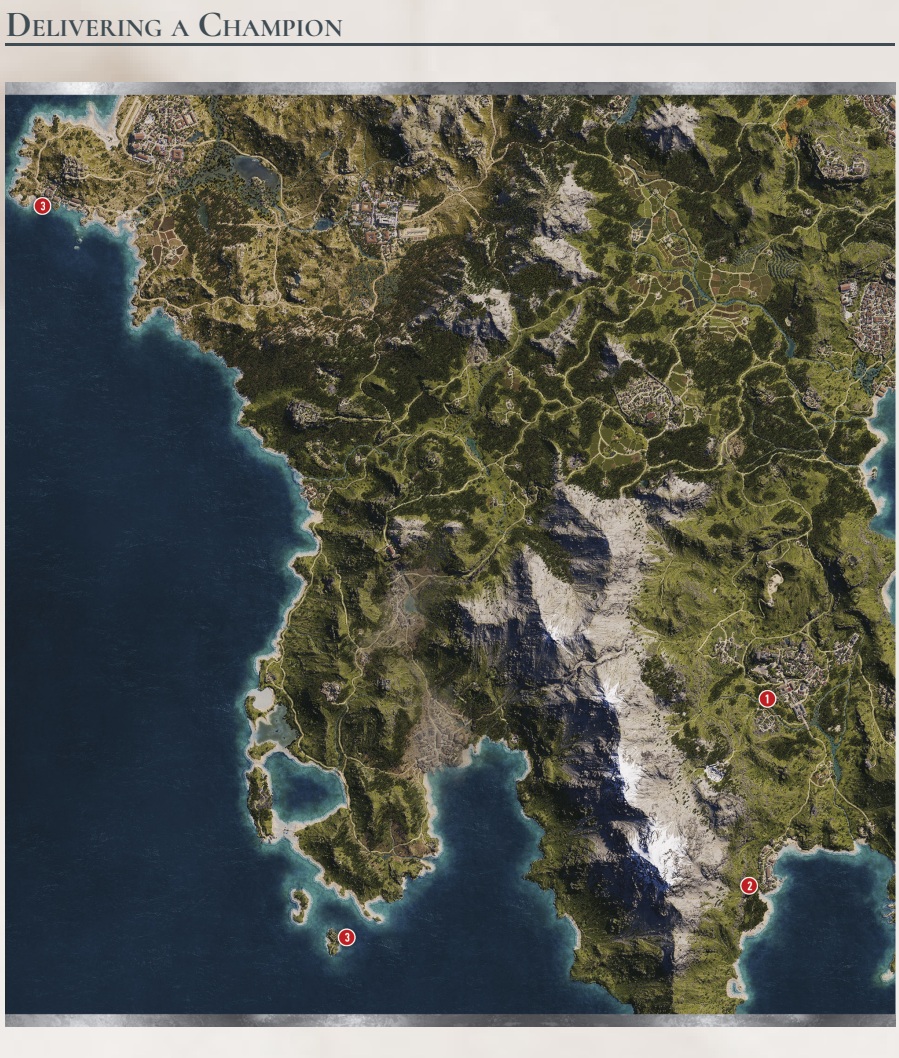
QUEST UNLOCKING CLARIFICATION

Because you completed the kings' gift support quests, *Bully the Bullies* and *One Bad Spartan Spoils the Whole Bunch*, the kings only give you two tasks to complete to impress them: the *Paint It Red* quest line to prove your worthiness to King Archidamos and *The Olympian* quest line to win the Olympics for Sparta, pleasing King Pausanias. However, if you do not complete the kings' gift quests, then King Archidamos gives you one additional task: You also have to hunt a legendary animal in *A Legendary Hunt*. After you kill the legendary wolf, Thalia of the Daughters of Artemis sends you to see Daphnae (to either continue the World & Characters quest *The Goddesses&rsquo; Hunt* or to start it). This involves many beast-hunting support quests (found in our Side Quests chapter). If you are beginning this quest for the first time, you can hand over the wolf pelt when Daphnae moves to Chios. And regardless, the quest line *The Cult and the Archon* is unlocked. In it, you need to uncover proof that one of the two kings of Sparta is a traitor.

LAKONIA AND ELIS

THE OLYMPIAN

Delivering a Champion



RECOMMENDED LEVEL: 35

PREREQUISITE: Complete *Kings of Sparta*

UNLOCKS: *The Contender*

STORY: Victory is assured for Sparta with Testikles as their champion in the pankration. You just need to get him to the Olympics.

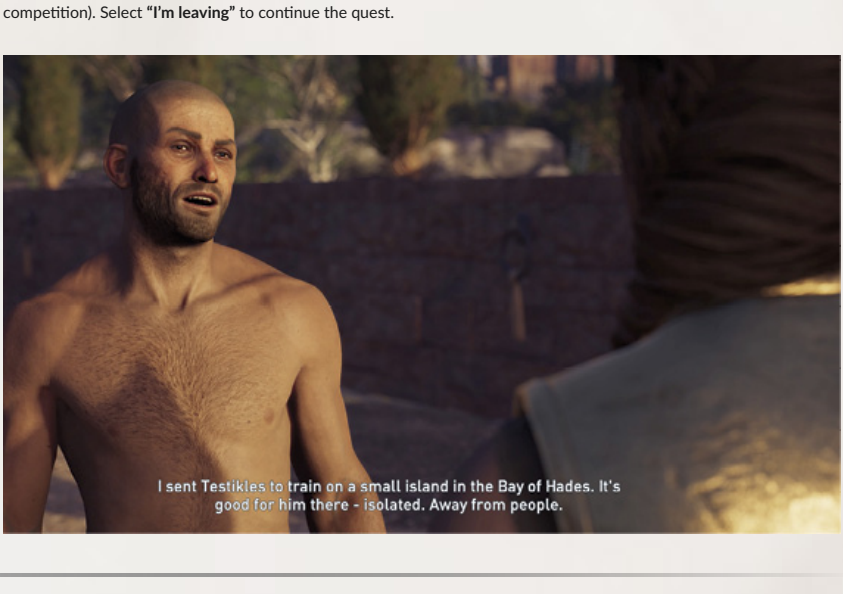
Talk to Testikles's trainer

LAKONIA: SPARTA

Talk to Testikles's trainer **(1)** in Sparta. He tries to brush you off, saying you're new and they don't train just anyone.

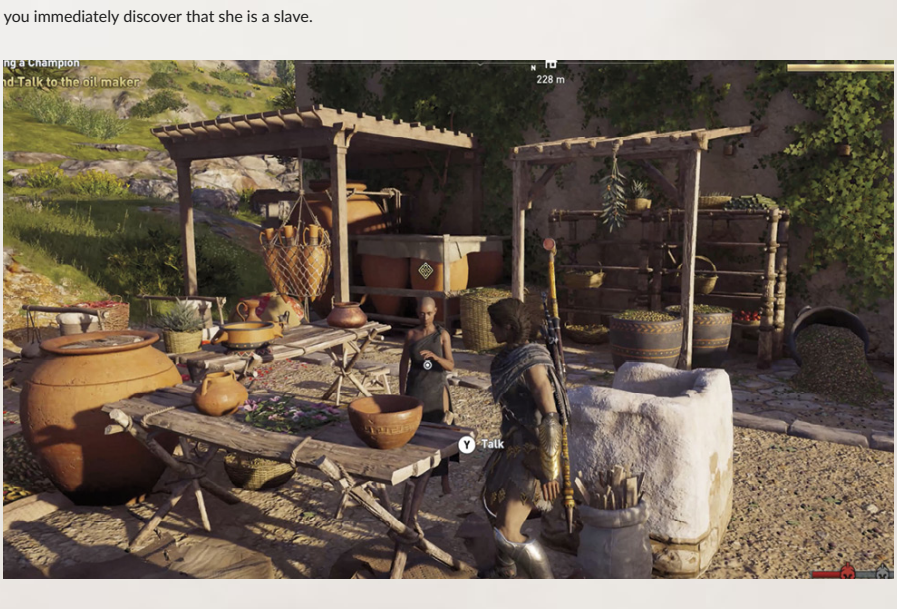
Conversation with the Trainer

Tell the trainer **"You couldn't teach me anything"** or **"Sounds exclusive."** You tell him King Pausanias sent you to collect the pankration champion. He apologizes, and you can reply **"You should be more careful"** or **"Misunderstandings happen."** If you are mean and tell him to be more careful he does not share the rubbing oil secret with you and you do not see the next objective. Accept his apology and he tells you that giving Testikles oil as a gift when you meet him would be a good idea. Testikles thinks it imbues him with the power of Herakles. The trainer tells you to find the oil merchant in Gytheion. You can ask him about Testikles—what he's like, where he is—and what pankration is (a fighting competition). Select **"I'm leaving"** to continue the quest.


I sent Testikles to train on a small island in the Bay of Hades. It's good for him there - isolated. Away from people.

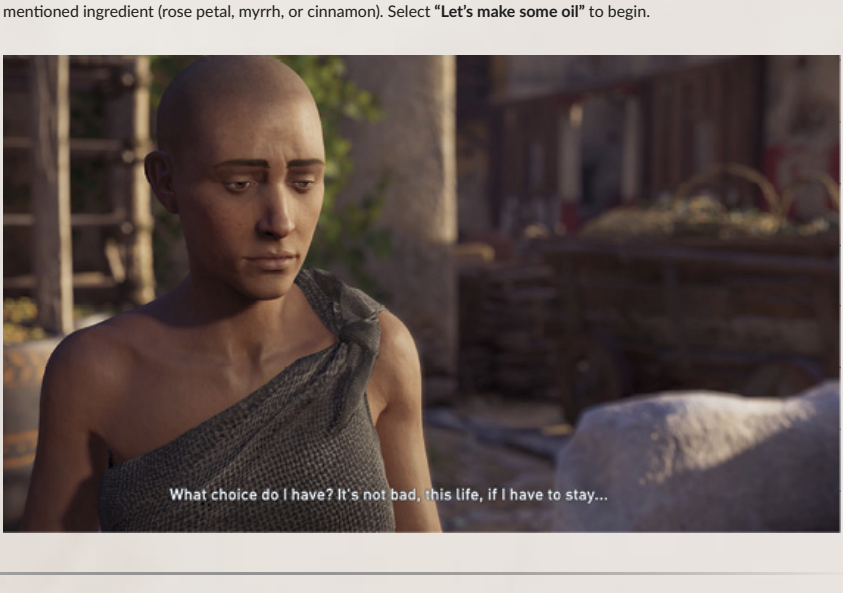
Find and Talk to the Oil Maker

Unfortunately, you need to get oil for Testikles. Travel south to the Forest of Eurotas and the Village of Gytheion. Find the oil maker **(2)** near the Gytheion Watchtower viewpoint. If you have previously synchronized there, then fast-travel there now to reach the oil maker quickly. If you have not, make sure to synchronize before you leave the village. Speak to the oil maker and you immediately discover that she is a slave.


Talk to the oil maker
228 m
Talk

Conversation with the Slave

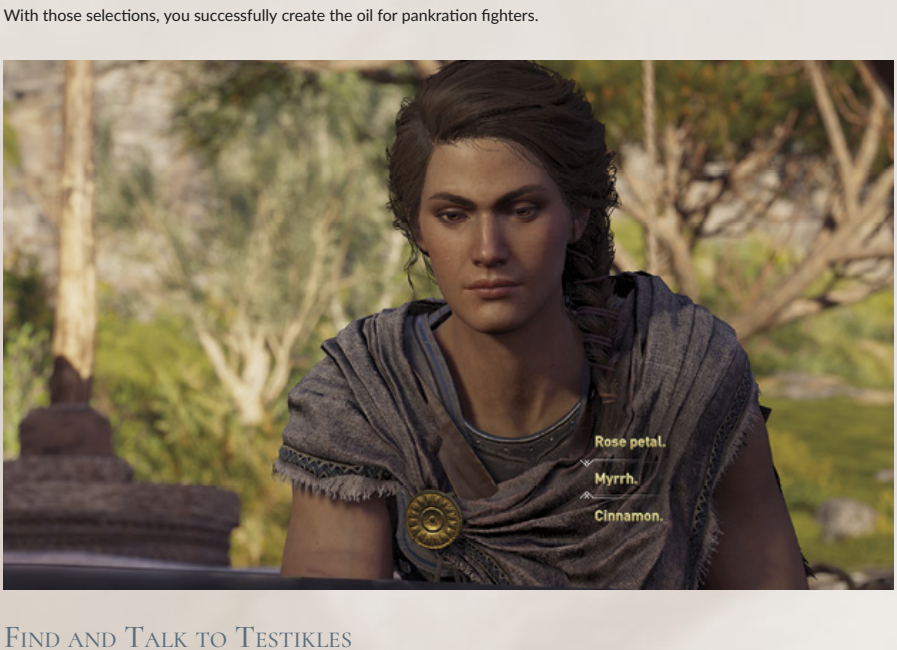
You ask for the oil and what do you get? A salesperson with some long-winded story about being a slave and not being the oil maker. You getting the oil now would be stealing from her master. You can reply **"I'm not asking, tell me."** That seems a little insensitive but still gets you the recipe. If you say **"I can pay you,"** she refuses to take your money and you just return to the conversation options again and must choose **"Can't we work something out?"** With that, she offers to give you the recipe to allow you to make it yourself. Remember: Light the fire, heat oil of Athena, and add the last mentioned ingredient (rose petal, myrrh, or cinnamon). Select **"Let's make some oil"** to begin.


What choice do I have? It's not bad, this life, if I have to stay...

You walk away from the slave to a cauldron. Select the following choices in this order:

- **First, I light a fire.**
- **Oil of Athena**
- **Last ingredient**

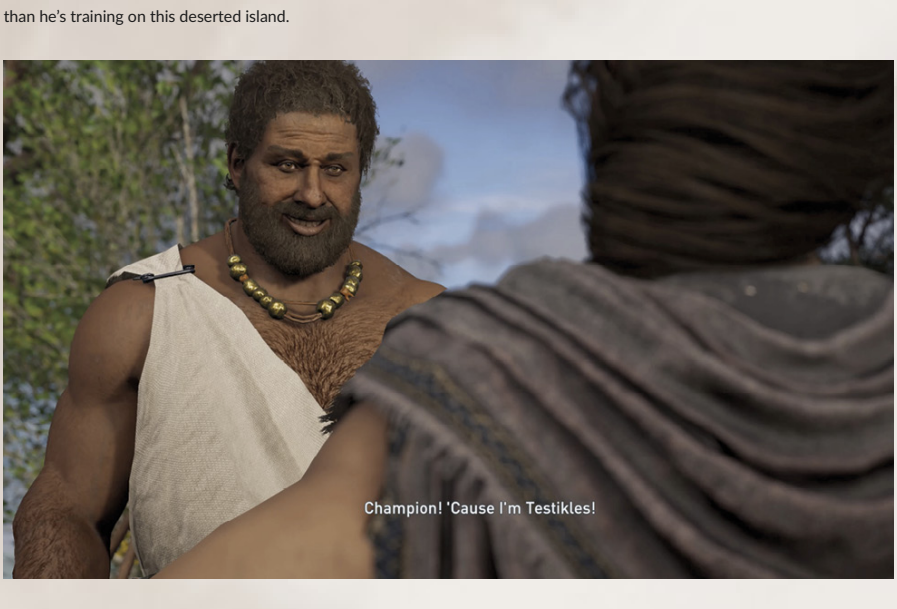
With those selections, you successfully create the oil for pankration fighters.


Rose petal.
Myrrh.
Cinnamon.

Find and Talk to Testikles

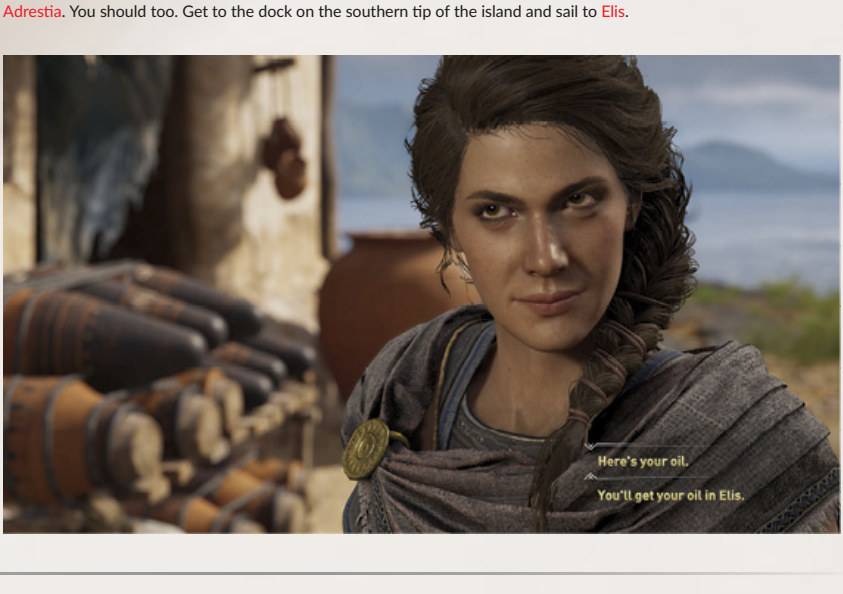
MESSENIA: BAY OF HADES

Travel by horseback or by ship to the small island next to the shipwreck of the Nestor in the Bay of Hades. If you go by horseback you can call your ship at the dock located on the island. Find Testikles **(3)** at the top of the hill. He's drinking more than he's training on this deserted island.


Champion! 'Cause I'm Testikles!

Conversation with Testikles

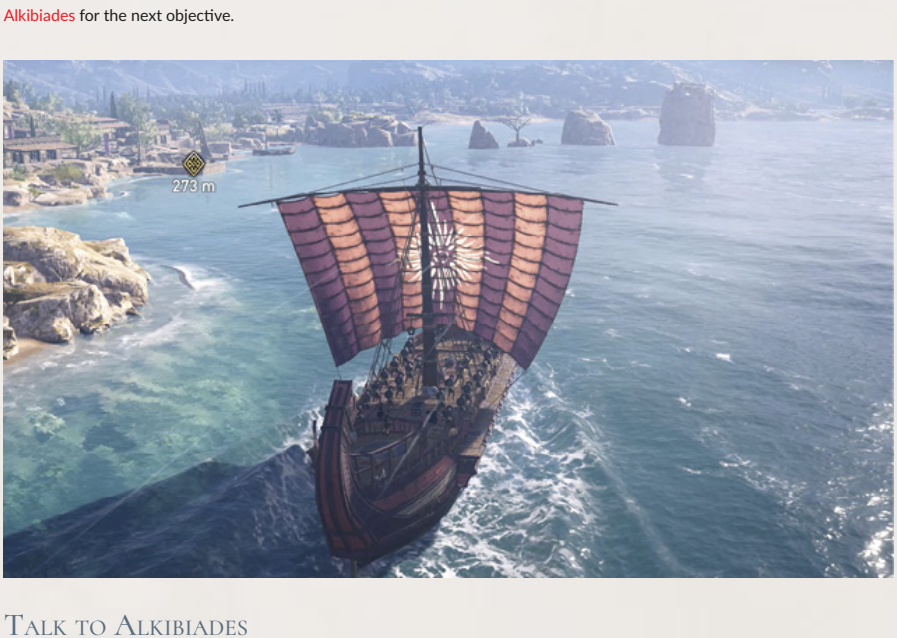
Testikles is three sheets to the wind drunk. Tell him **"Get on my ship"** or **"We sail to victory,"** or if you were nice to the trainer and the slave then you have his oil and can say **"I've got your oil."** If you have the oil, select that option. If you're going down the oil rabbit hole, then your next choice is **"Here's your oil"** or **"You'll get your oil in Elis."** He gets on the Adrestia. You should too. Get to the dock on the southern tip of the island and sail to Elis.


Here's your oil.
You'll get your oil in Elis.

Bring Testikles to Elis

ELIS: KYLLENE

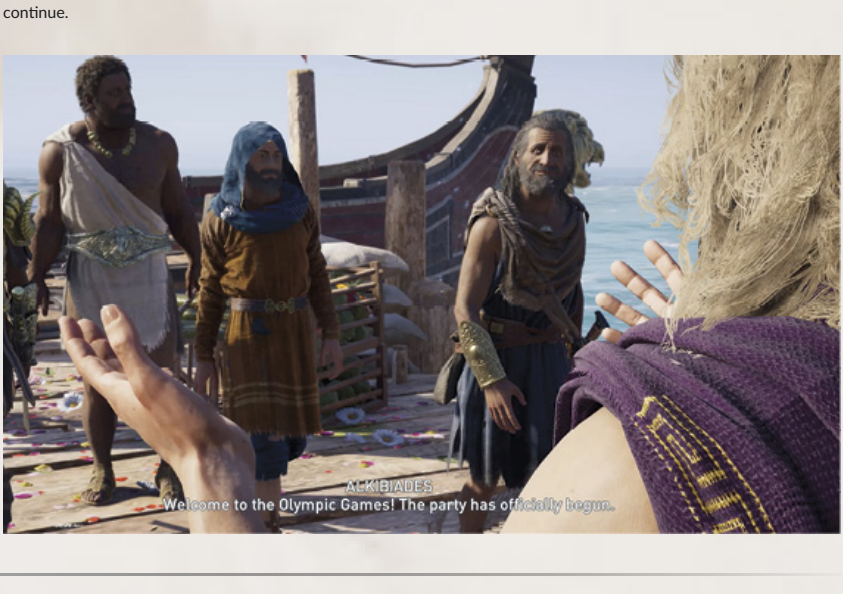
Travel by ship north to Elis to the city of Kyllene and dock the ship. The objective marker **(3)** on the pier is where you will find Alkibiades for the next objective.



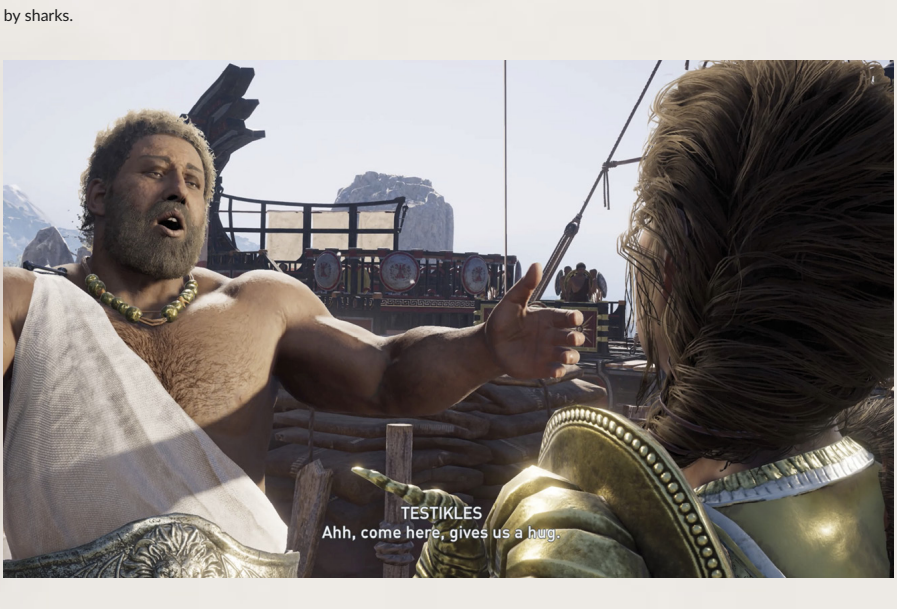
Talk to Alkibiades

Conversation with Alkibiades

Alkibiades welcomes you, Testikles, Barnabas, and Herodotos to the Olympic Games. You can ask him why he's here, who'll win this year, and **"Who's the fighter?"** The fighter is Dorieus, the reigning champion. Select **"To the Olympics"** to continue.

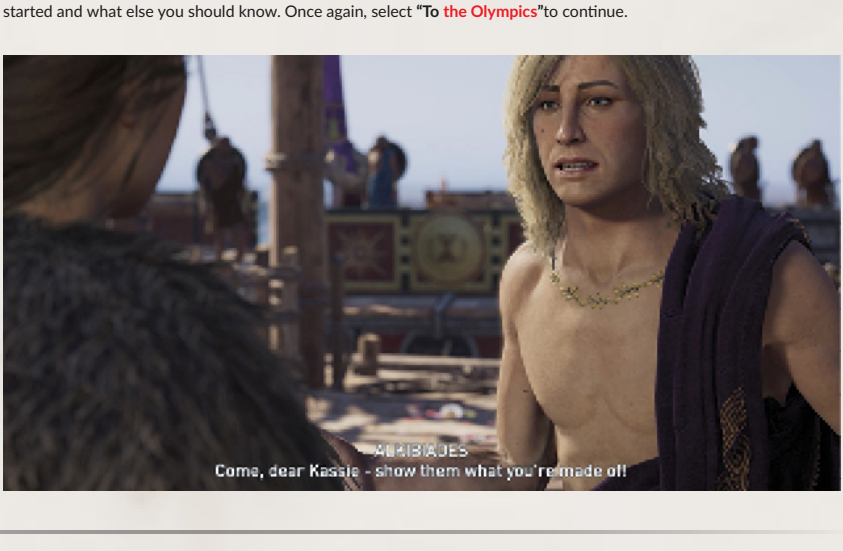

ALKIBIADES
Welcome to the Olympic Games! The party has officially begun.

Alkibiades insults the still drunk Testikles, who barely understands the insult and then stumbles into the water and gets eaten by sharks.

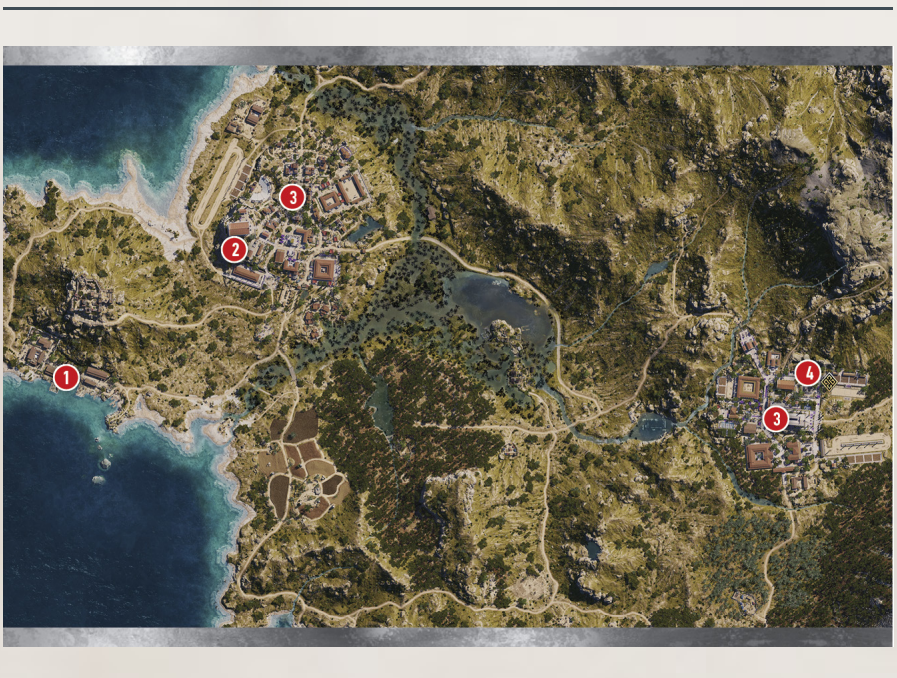

TESTIKLES
Ahh, come here, gives us a hug.

Conversation with Alkibiades

Alkibiades elects you to take Testikles's place in the Olympic Games. You can ask him where you need to go to get started and what else you should know. Once again, select **"To the Olympics"** to continue.


ALKIBIADES
Come, dear Kassie - show them what you're made of!

The Contender



RECOMMENDED LEVEL: 35

PREREQUISITE: *Complete Delivering a Champion*

UNLOCKS: *The Long Game*

STORY: With Testikles out of the competition, you have to win the pankration with only your bare fists and a loving pat on the back from Alkibiades.

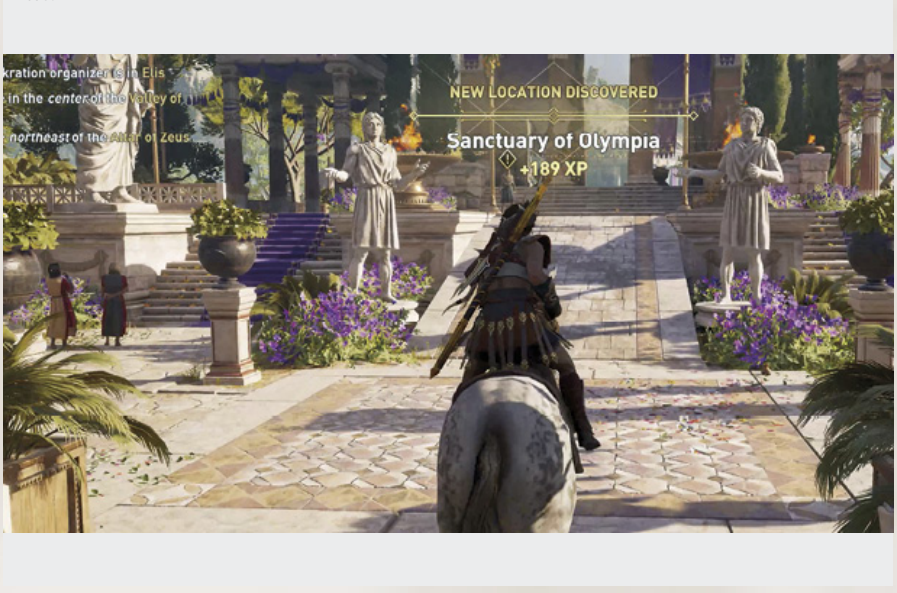
Find and Talk to the Pankration Organizer

ELIS: VALLEY OF OLYMPIA

From the pier where Alkibiades greeted your crew, find the nearby message board **(1)** and take the quests found there. Head northeast to the Kingdom of Pelops and synchronize with the Temple of Apollo **(2)**. Find the message board **(3)** in this town and take those quests as well. Stop at the blacksmith if you need to upgrade or engrave. Call Phobos and ride east out of town, heading through the Forgotten Swamps and into the Valley of Olympia. Synchronize with the Temple of Zeus **(4)** and talk to Barnabas.

Barnabas Abroad

We suggest taking Barnabas up on his offer to show you the sights in the Valley of Olympia in the side quest *Barnabas Abroad*. It's a quick side quest that gets you familiar with the historical sites around the area. You can find Barnabas standing before the Sanctuary of Olympia, one of the first things you may notice as you ride into town from the northwest road.

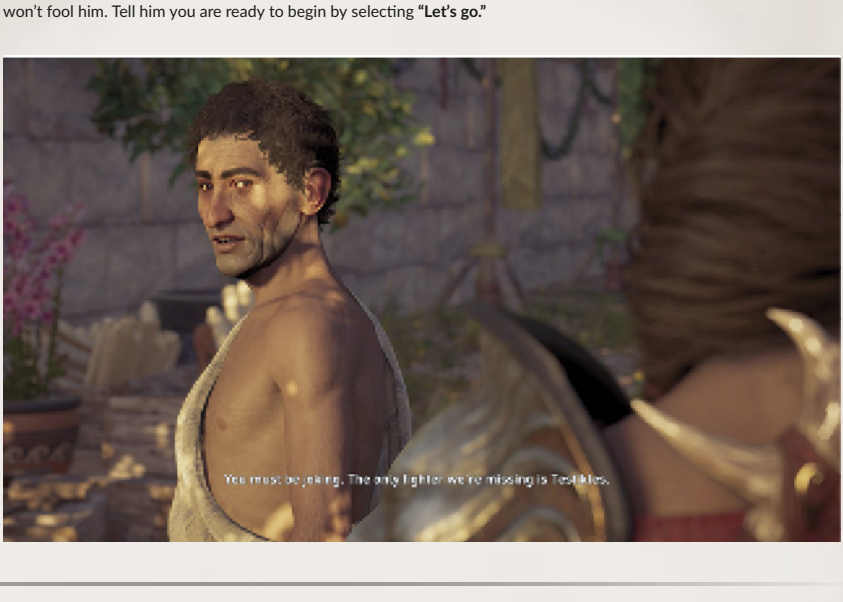

NEW LOCATION DISCOVERED
Sanctuary of Olympia
+189 XP

Send Ikaros to the northeastern part of the town to locate Paios, the official, standing near the stadium. Talk to him.

NEW HISTORICAL LOCATION DISCOVERED
Stadium

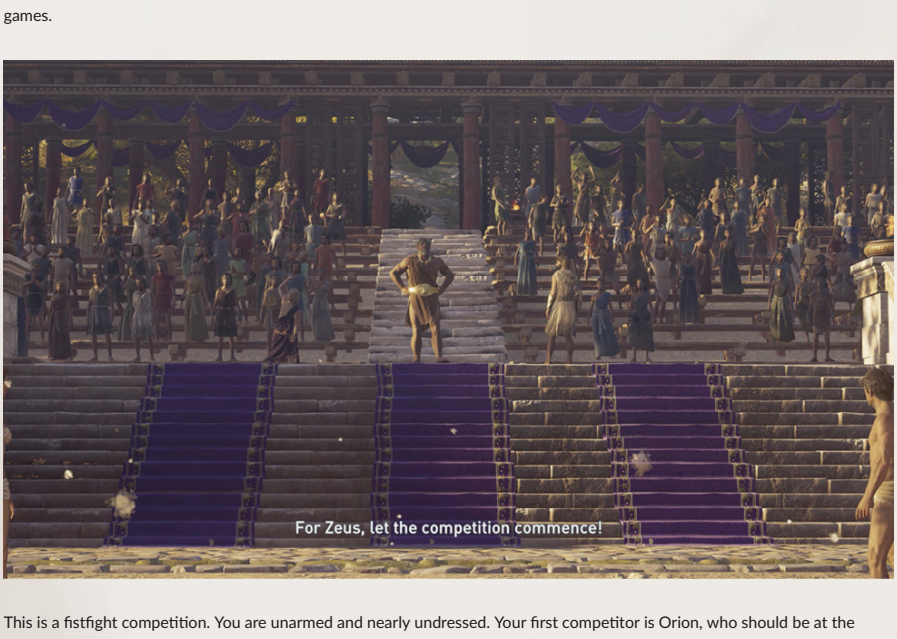
Conversation with Paios

The pankration organizer stands near the stadium where Olympians are warming up. He thinks you're joking when you tell him that you are there to sign up for the pankration. He says the only fighter they're missing is Testikles. You can tell him **"I'm replacing him"** or assume his identity by selecting **"That's me."** The organizer knows Testikles very well and you won't fool him. Tell him you are ready to begin by selecting **"Let's go."**

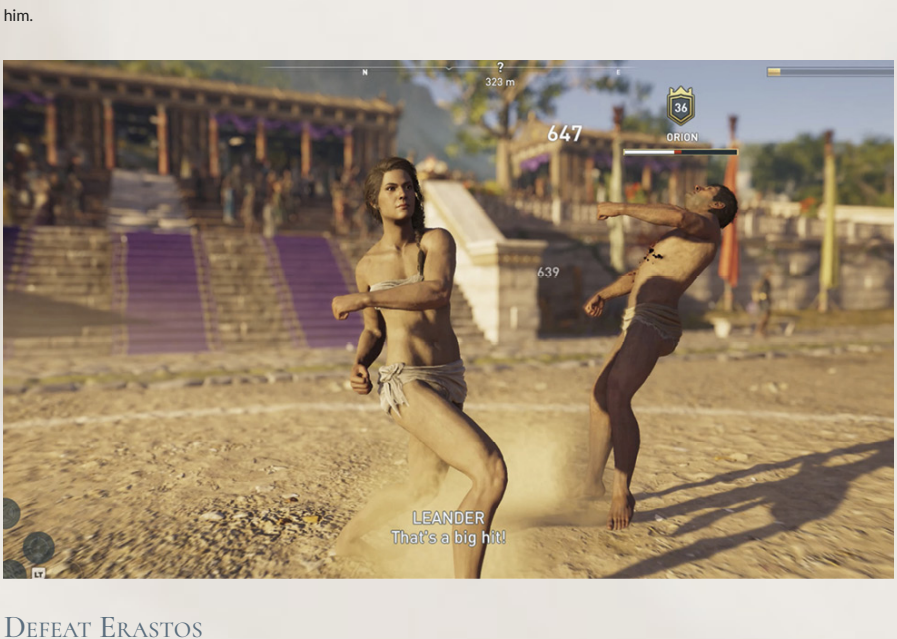

You must be joking. The only fighter we're missing is Testikles.

Defeat Orion

The announcer riles up the crowd and introduces a former Olympic champion, Kallias. Kallias works the crowd and starts the games.

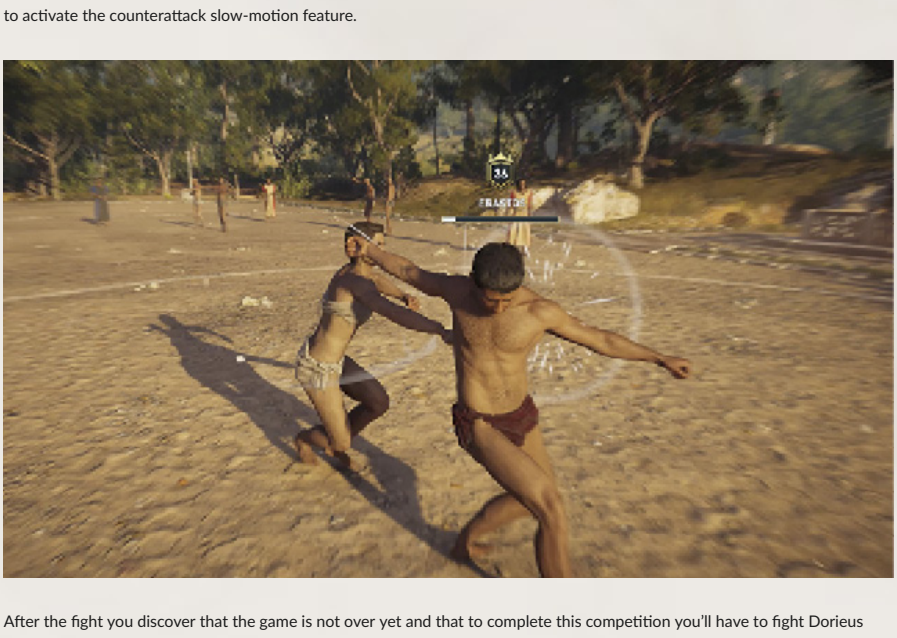

For Zeus, let the competition commence!

This is a fistfight competition. You are unarmed and nearly undressed. Your first competitor is Orion, who should be at the same level as you. The quickest way to win the fight is to block his first swing, hit him with a heavy attack, and then unleash your adrenaline special attack. This takes away more than half his health. Repeat this tactic. If he turns red to release his own special attack, dodge the effort to achieve the slow-motion effect and use that to get behind him and continue to pummel him.

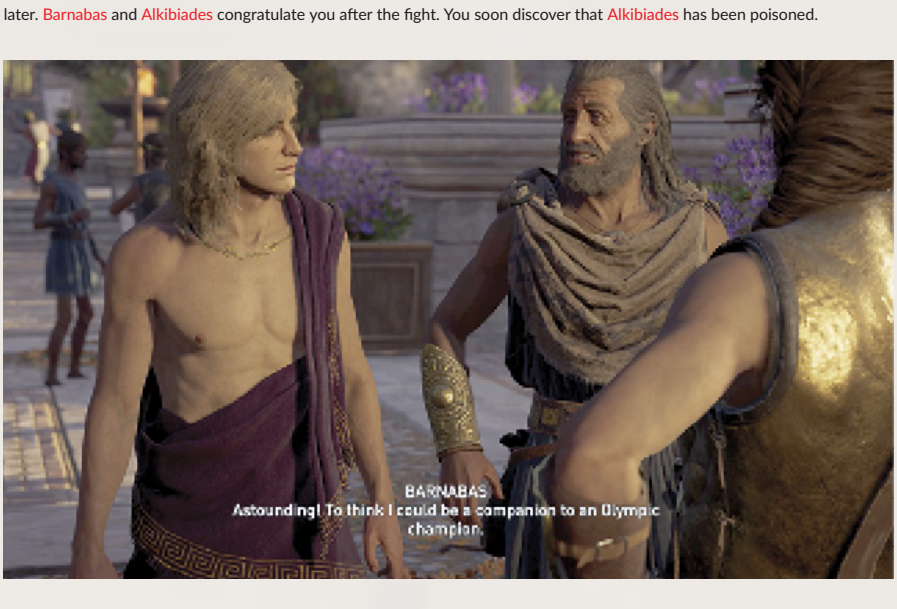

647
36
ORION
LEANDER
That's a big hit!

Defeat Erastos

The next contender is Erastos. His level is also equal to your own. Use the same tactics as you used with Orion to become winner of this stage of the fight. Erastos will attempt to use his special ability more often than Orion, so be prepared to dodge to activate the counterattack slow-motion feature.

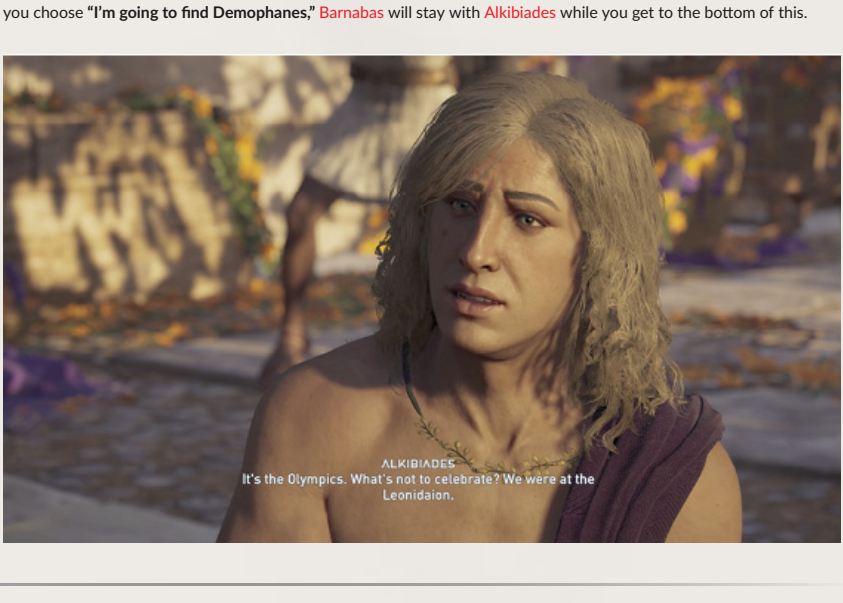


After the fight you discover that the game is not over yet and that to complete this competition you'll have to fight Dorieus later. Barnabas and Alkibiades congratulate you after the fight. You soon discover that Alkibiades has been poisoned.

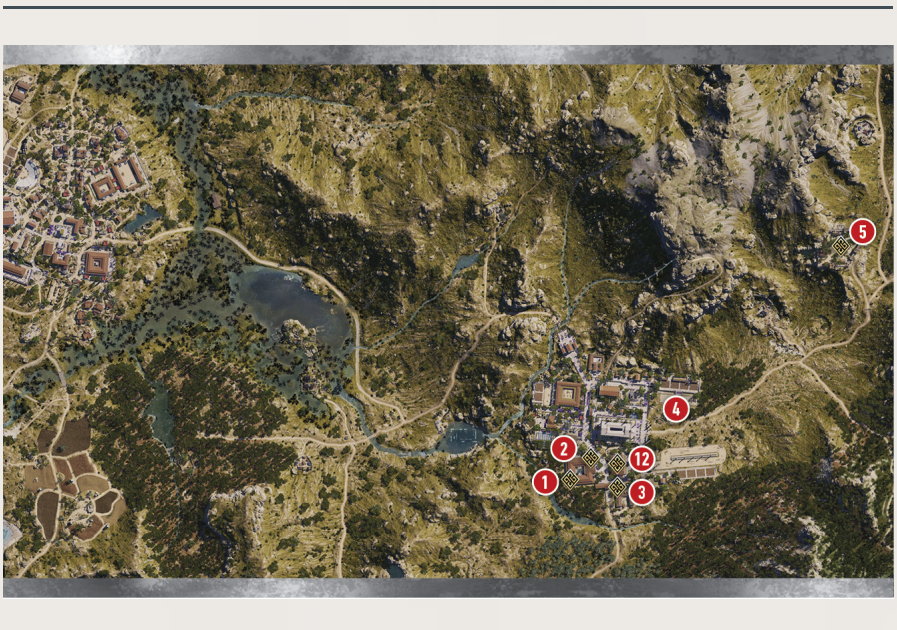

BARNABAS
Astounding! To think I could be a companion to an Olympic champion.

Conversation with Barnabas and Alkibiades

After discovering that Alkibiades drank poisoned wine while he was with his friends (and respected Olympic judges) Demophanes and Kallias, you can ask him **"Where were you?"** and he'll tell you he was celebrating at the Leonidaion. If you choose **"I'm going to find Demophanes,"** Barnabas will stay with Alkibiades while you get to the bottom of this.


ALKIBIADES
It's the Olympics. What's not to celebrate? We were at the Leonidaion.

The Long Game



RECOMMENDED LEVEL: 36

PREREQUISITE: Complete *The Contender*

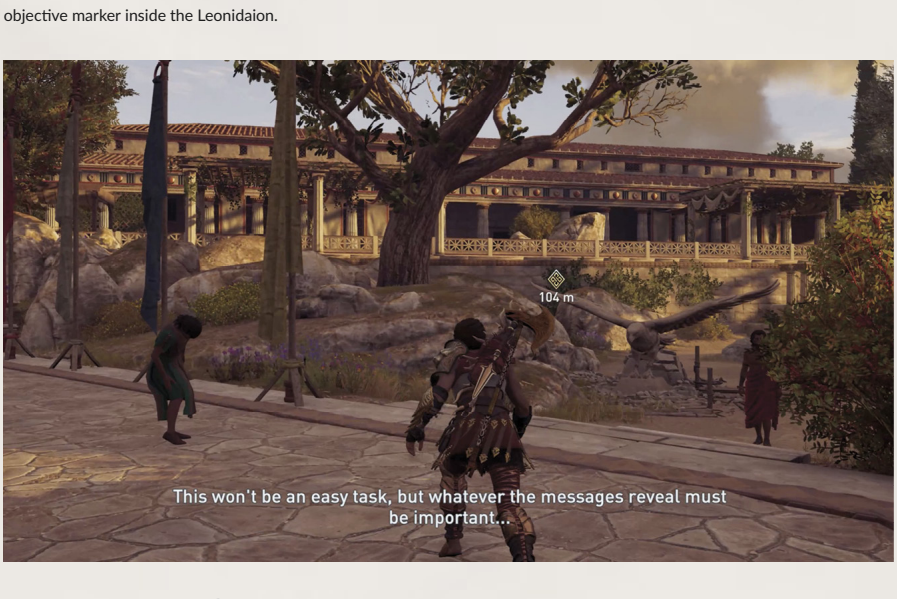
UNLOCKS: *Pankration*

STORY: Alkibiades, whose charm has been known to get him in ample amounts of trouble, was poisoned at a party celebrating the Games. You search for the culprit—and a way to save your friend.

Talk to Someone at the Banquet

ELIS: VALLEY OF OLYMPIA

Enter the Leonidaion **(1)** and look for someone to talk to at the banquet. You discover dead bodies when you track down the objective marker inside the Leonidaion.


104 m
This won't be an easy task, but whatever the messages reveal must be important...

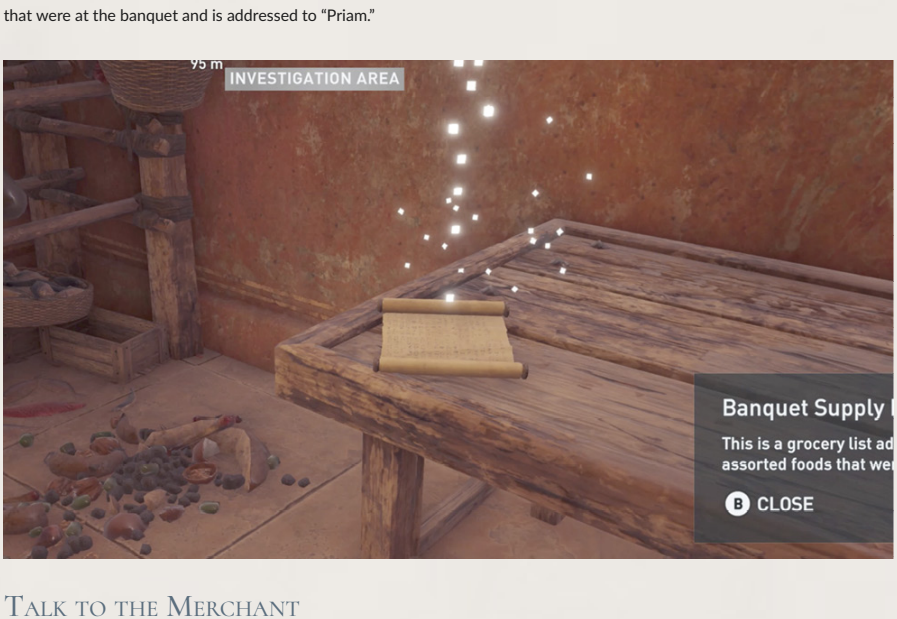
Investigate the Banquet

LEONIDAION

Follow the objective marker **(2)** to the northeast corner of the Leonidaion to find clues to what has happened here. When you find the room with the clues, investigate the poison in the jars on the wooden platform. Investigate the food on the table in the middle of the room. You discover that the food is not rotten.

INVESTIGATION AREA

In the small back room attached to this kitchen is a Banquet Supply List on a corner table. It's a grocery list of assorted foods that were at the banquet and is addressed to "Priam."

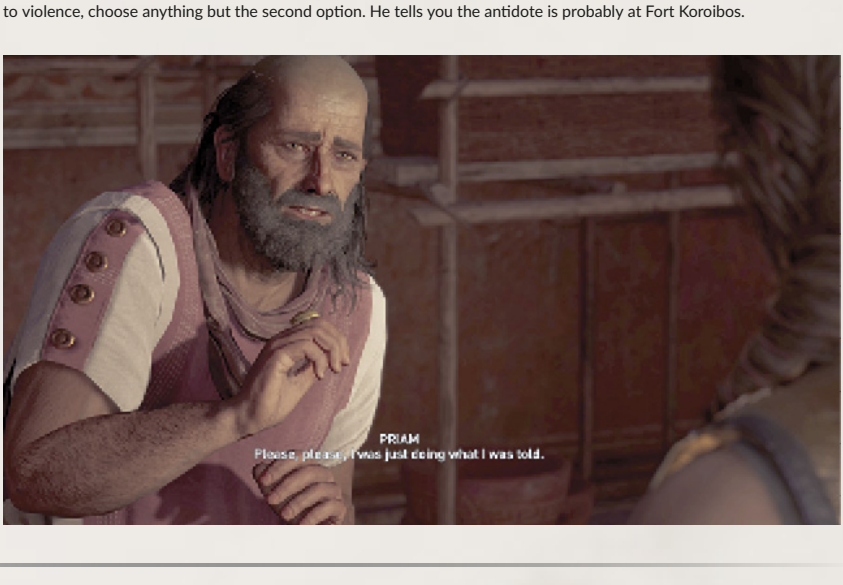

95 m
INVESTIGATION AREA
Banquet Supply
This is a grocery list of assorted foods that we
CLOSE

Talk to the Merchant

Exit the Leonidaion and follow the objective marker southeast to the merchant **(3)** in a back room of the Sanctuary of Olympia. Speak to him.

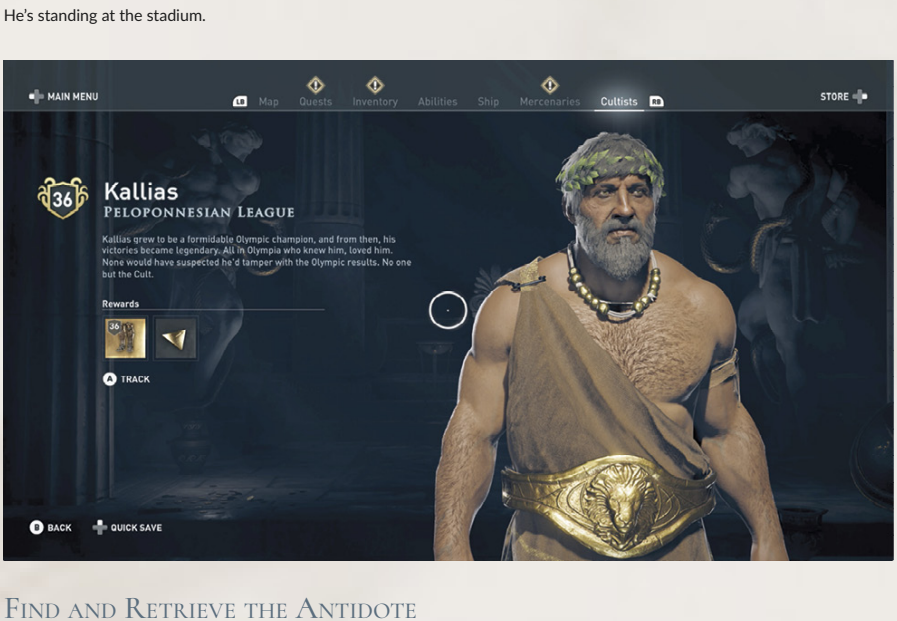
Conversation with the Merchant

You confront the merchant while cracking your knuckles. He squirms right off the bat, saying he was just doing what he was told. You can tell him **"I'm your boss now," "For that you will die,"** or **"Help me and I'll spare you."** To avoid resorting to violence, choose anything but the second option. He tells you the antidote is probably at Fort Koroibos.


PRIAM
Please, please, I was just doing what I was told.

CULTIST UNCOVERED: KALLIAS OF THE PELOPONNESIAN LEAGUE

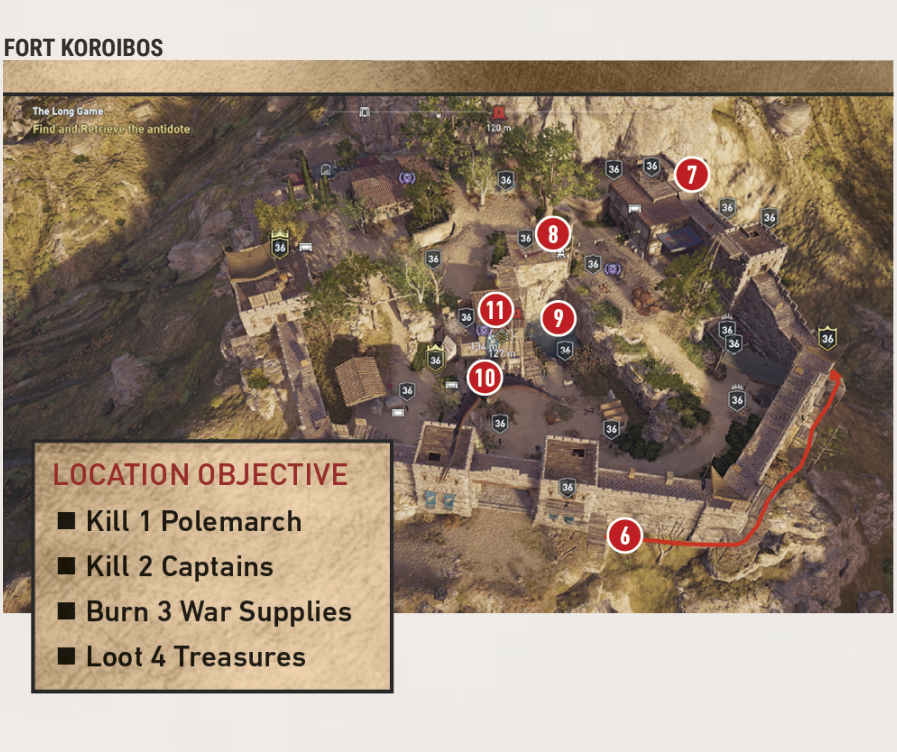
The guy that got the merchant to poison the wine was Kallias. This is a cultist who is revealed after the conversation. His location is marked on the map **(4)**. On your way to Fort Koroibos, we suggest you take a very slight detour to eliminate him. He's standing at the stadium.


MAIN MENU
Map
Quests
Inventory
Abilities
Ship
Mercenaries
Cultists
STORE
36
Kallias
Peloponnesian League
Rewards
TRACK
BACK
QUICK SAVE

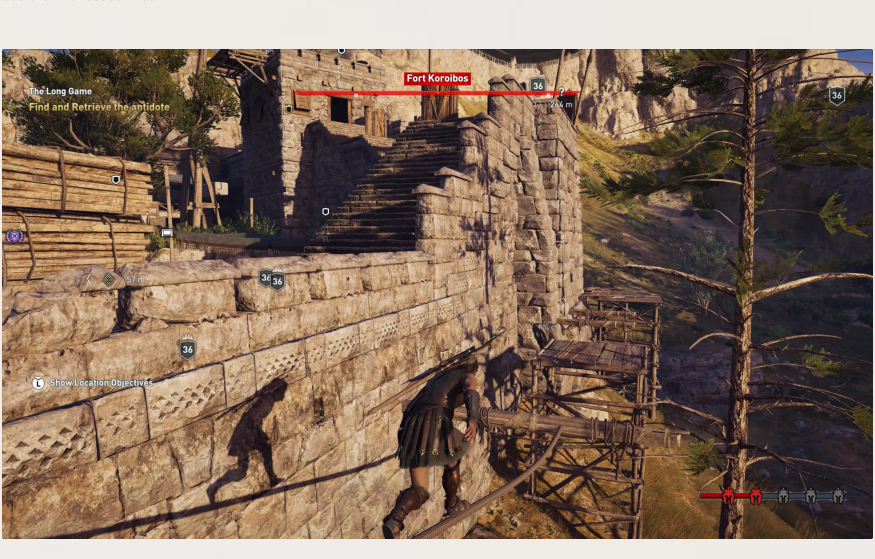
Find and Retrieve the Antidote

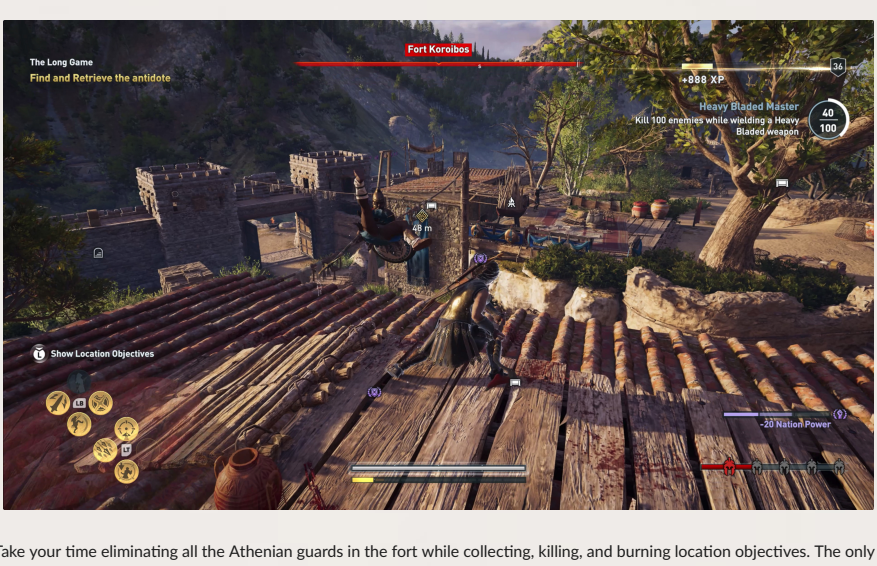
Sanctuary of Olympia
Retrieve the antidote

FORT KOROIBOS


The Long Game
Find and Retrieve the antidote
7
8
11
9
10
6
LOCATION OBJECTIVE
Kill 1 Polemarch
Kill 2 Captains
Burn 3 War Supplies
Loot 4 Treasures

Travel northeast to Fort Koroibos **(5)**. Use Ikaros to find the antidote and to tag all the enemies, the brazier, and the location objectives. There's a secret entry icon **(6)** near the gates of the fort. This is a series of poles, platforms, and trees that, if followed to the end, gets you on the north side wall **(7)**. You can scale it, take out nearby guards, and be somewhat close to the brazier **(8)** to set a trap. Use the tightrope path to the brazier from that northeastern wall walk. Just make sure to take out possible witnesses first.

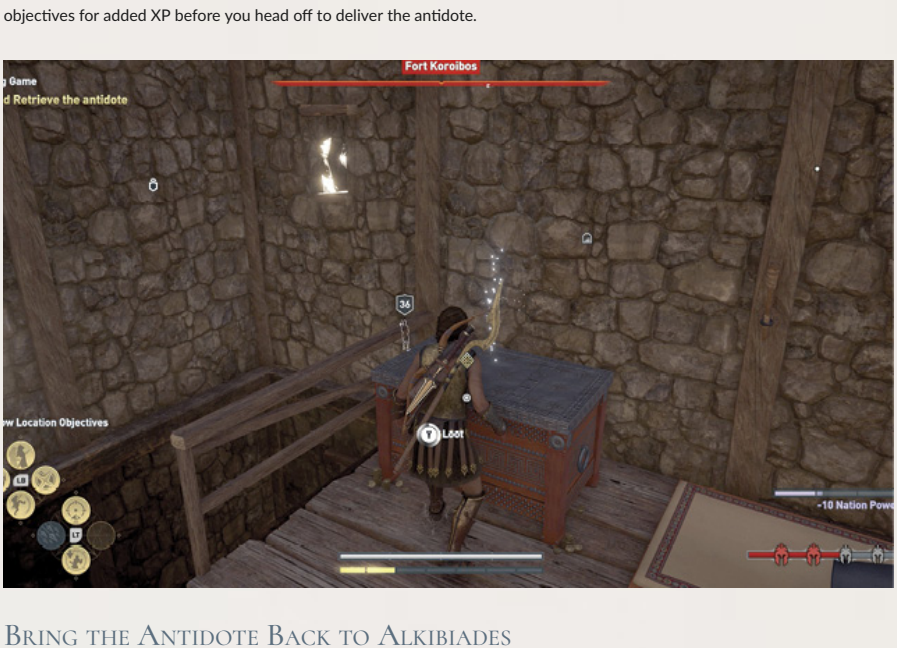

The Long Game
Find and Retrieve the antidote
Fort Koroibos


The Long Game
Find and Retrieve the antidote
Fort Koroibos
+888 XP
Heavy Bladed Master
Show Location Objectives

Take your time eliminating all the Athenian guards in the fort while collecting, killing, and burning location objectives. The only tricky treasure is the one in the watery cave below the fort. Dive into the well **(9)** and follow the watery tunnels just about to the end. Just before the exit is an area where you can surface into a dry cave. This is where the underground treasure **(10)** is located.

Retrieve the antidote
312 m
27 m

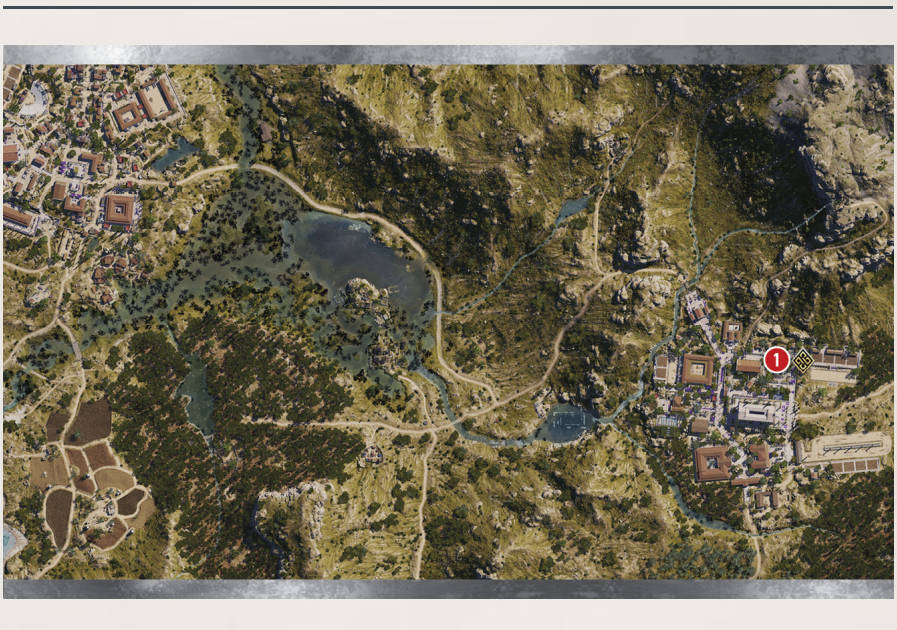
The antidote is in the treasure chest beside the brazier **(8)** on the top floor of the central building **(11)**. This is both a location objective treasure and the antidote. Drop to the next floor to burn the war supplies. Make sure to complete the location objectives for added XP before you head off to deliver the antidote.


Retrieve the antidote
Fort Koroibos
Loot

Bring the Antidote Back to Alkibiades

Alkibiades is lying down under a tent **(12)** back in the Sanctuary of Olympia. Ride back and deliver the antidote to him to save his life. He quickly feels his stamina return. Barnabas reminds you that you have one last fight in the pankration.

Pankration



RECOMMENDED LEVEL: 36

PREREQUISITE: Complete *The Long Game*

UNLOCKS: Completing the quest lines *The Olympian*, *Paint It Red*, and *The Cult* and *The Archon* unlocks *A Bloody Feast*

STORY: Having returned to the pankration arena, you now need to take the prize for Sparta by defeating the reigning champion, Dorieus.

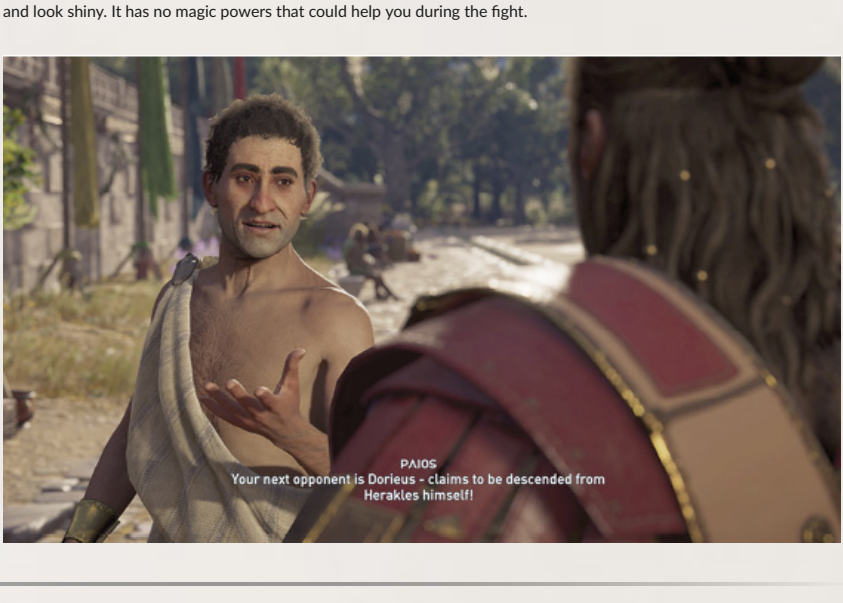
Talk to Paios

ELIS: VALLEY OF OLYMPIA

Head back to the stadium and to Paios **(1)**. The pankration organizer stands near the stadium where Olympians are warming up—same place he was last time.

Conversation with Paios

Paios tells you that your next opponent is Dorieus. You can begin the challenge now by choosing **"Time to fight"** or back out and do something else first (if you need to level up more) by choosing **"I'm not ready."** If you made the oil in the quest Delivering a Champion, and if you did not give it to Testikles before you left for Elis, then you have it with you now and can elect to have it on for the fight. Select **"I have oil"** to rub it on for the fight. The oil makes you smell good and look shiny. It has no magic powers that could help you during the fight.


PAIOS
Your next opponent is Dorieus - claims to be descended from Herakles himself!

Defeat Dorieus

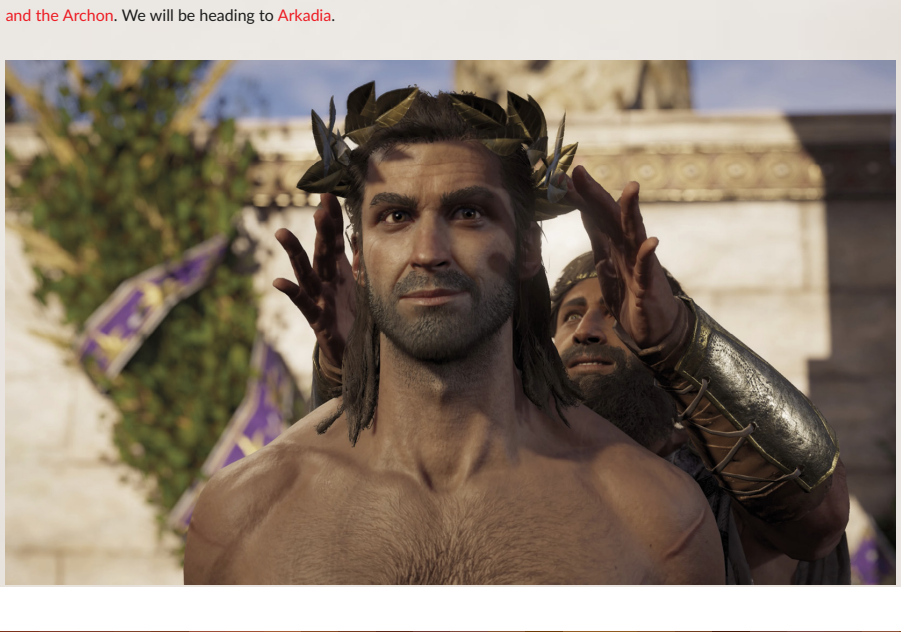
The battle with Dorieus is similar to the previous two pankration battles, but Dorieus is a more formidable challenger. Use blocking skills to stop his normal attacks and extended dodges to avoid his special attacks (when he turns red). Dodge correctly and you get the slow-motion effect and can quickly come up behind your opponent and hit him with a combo. Continue this tactic until you have put Dorieus on his butt.

Pankration
Defeat Dorieus
Stadium
New Engraving Unlocked!
+6% Total Armor
34
DORIEUS
You did me a favor killing Kallias - and now I can take his place.

Pankration
Defeat Dorieus
Stadium

After the battle you are crowned the winner of the Olympic Games (representing Sparta).

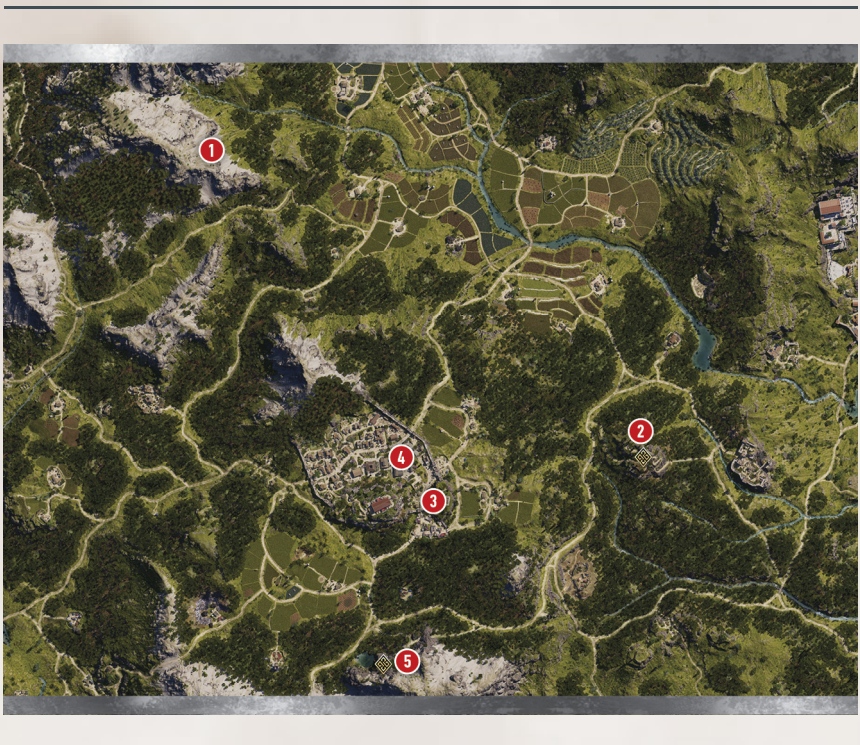
This concludes The Olympian quest line, which is one of three (The Cult and the Archon and Paint It Red are the other two) that must be completed to earn another meeting with the kings of Sparta to hopefully get your citizenship back. Before you leave the area, complete as many of the side quests as you can to continue leveling up. The next nearest quest line is The Cult and the Archon. We will be heading to Arkadia.



ARKADIA

THE CULT AND THE ARCHON

To Kill or Not to Kill



RECOMMENDED LEVEL: 38

PREREQUISITE: Complete *Kings of Sparta*

UNLOCKS: *Judge, Jury, Executioner* and two optional support quests from Myrrine, *Breaking Bread* and *Fourth-Degree Burns*. If you choose Brasidas's plan, optional support quest *White Lies and Blackmail* unlocks.

STORY: After their audience with the kings of Sparta, Myrrine and Brasidas went cultist hunting in Arkadia. You plan to meet up with them there, but Arkadia is no safe place for a misthios.

Meet Myrrine and Brasidas

ARKADIA: SMUGGLER'S FOREST

Ride from Elis southeast to Smuggler's Forest in Arkadia. Pick up side quests along the way and synchronize with Elikia Peak **(1)**. Continue southeast through Golden Fields to reach the hill **(2)** in Smuggler's Forest where you intend to meet your mother and Brasidas.

SYNCHRONIZATION COMPLETED
Elikia Peak
Ikaros's Perception Increased
Objectives

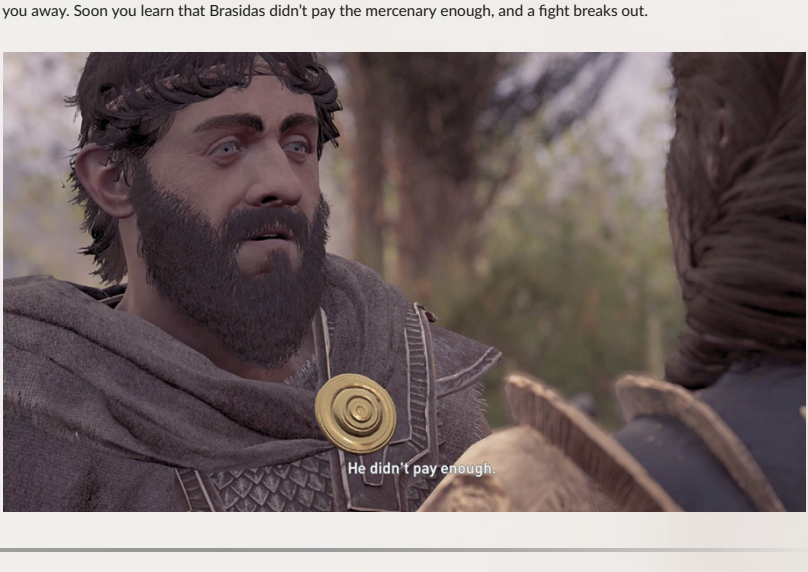
SMUGGLER'S FOREST: STATUE OF ARTEMIS IN THE CEDAR

When you reach the site **(2)** on the top of the hill, you find a statue of Artemis and some mercenary waiting for you. Talk to him.

Me? I'm no one. But you? You're even godlier than Brasidas said you'd be. It should be your statue between these trees.

Conversation with Sosipatros the Archon's Servant

You ask the mercenary who he is and he answers while dropping Brasidas's name, so you know you're at least in the right place. He says Brasidas told him to be on the lookout for you. You can say **"I am the mighty warrior"** or **"I'm just a traveler."** Either choice is good, but the second one is pretty funny when you try to deny who you are and Ikaros gives you away. Soon you learn that Brasidas didn't pay the mercenary enough, and a fight breaks out.



Deal with the Mercenary

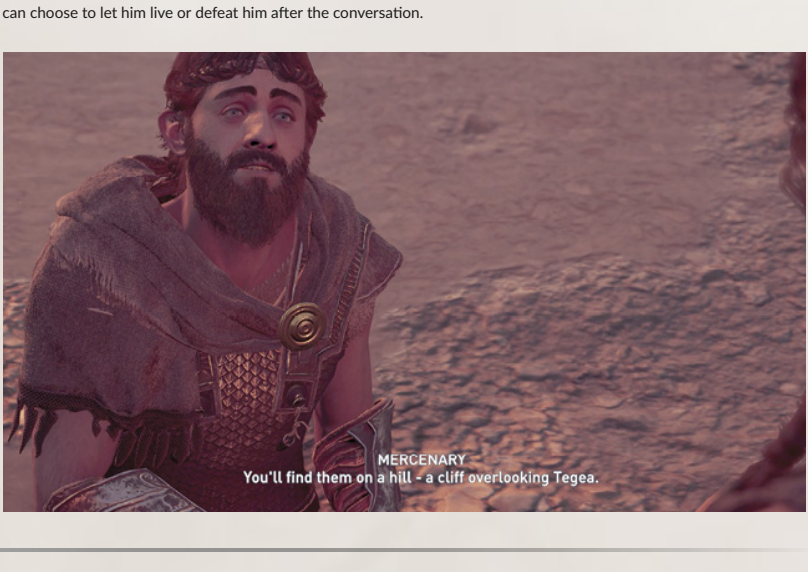
Remove Sosipatros's shield and then beat him to within an inch of his life. When you drain his health meter he takes a knee and you can talk to him again.

Statue of Artemis in the Cedar
Sosipatros the Archon's Servant

Talk to the Mercenary

Conversation with Sosipatros the Archon's Servant

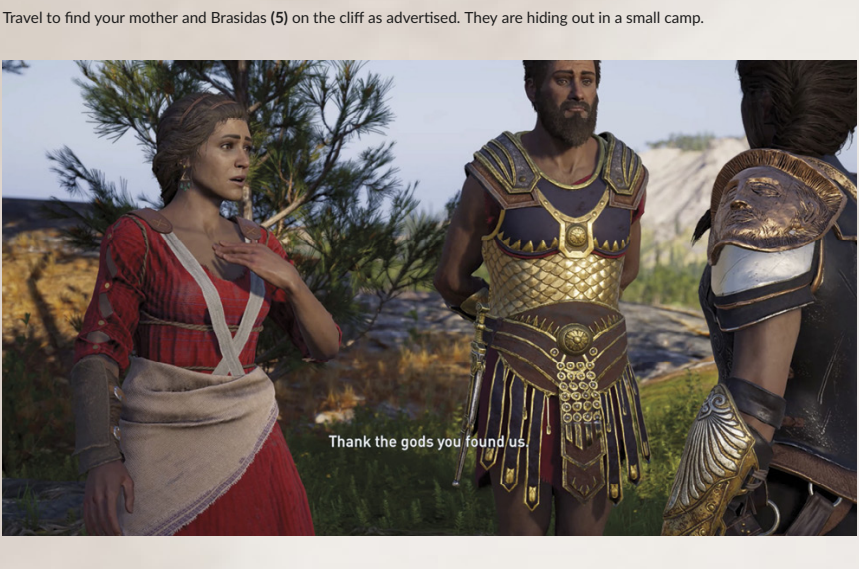
You ask again: **"Tell me where they are...."** He doesn't answer the question. You can select **"Help me find my mother"** or **"Tell me where she is or die,"** the second choice being the violent route. He tells you they're on a cliff overlooking Tegea. If you were nice then you get to ask **"Help me understand"** or **"Tell me who's paying you or die"** and he'll give you more information: the Archon (Lagos) is paying more for your head than Brasidas could afford in two lifetimes. You can choose to let him live or defeat him after the conversation.



Talk to Myrrine and Brasidas near Tegea

Check the map and you'll find the next objective marker in Pan's Cradle, the area to the west of Smuggler's Forest. Ride west to the marker. Heading directly for the marker will place you in the town of Tegea, where you can synchronize with the Sanctuary of Athena Polias **(3)** and accept quests from the message board **(4)**.

Travel to find your mother and Brasidas **(5)** on the cliff as advertised. They are hiding out in a small camp.

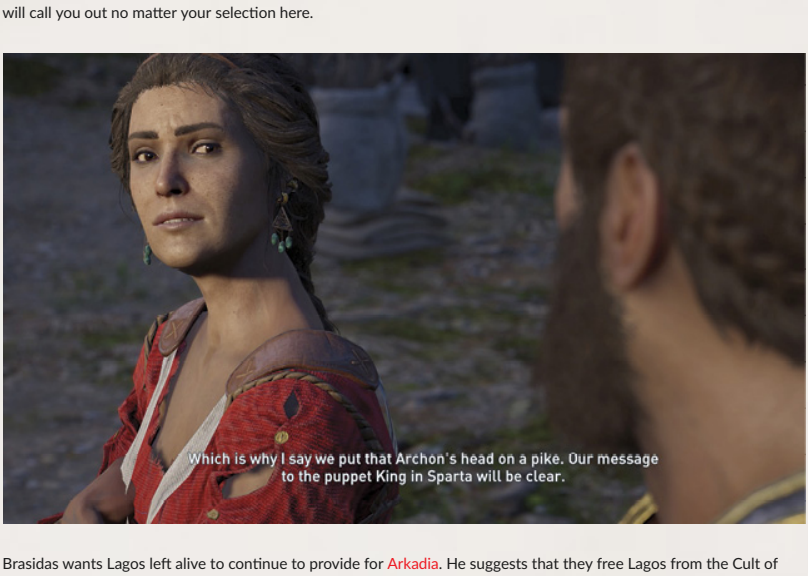


WAS THE MONGER KILLED AT THE THEATER?

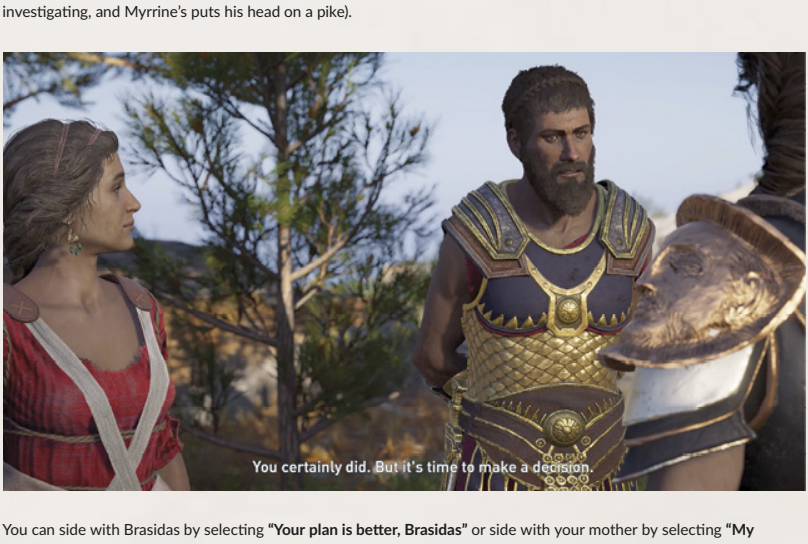
If you went against Brasidas's wishes on how The Monger should die and you or Anthousa ended up making a public spectacle of the Monger's death, then don't even bother choosing Brasidas's plan in this next conversation. He wants to convince Lagos to leave the cult. If you or Anthousa killed The Monger at the theater, then Lagos will never leave the cult.

Conversation with Myrrine and Brasidas

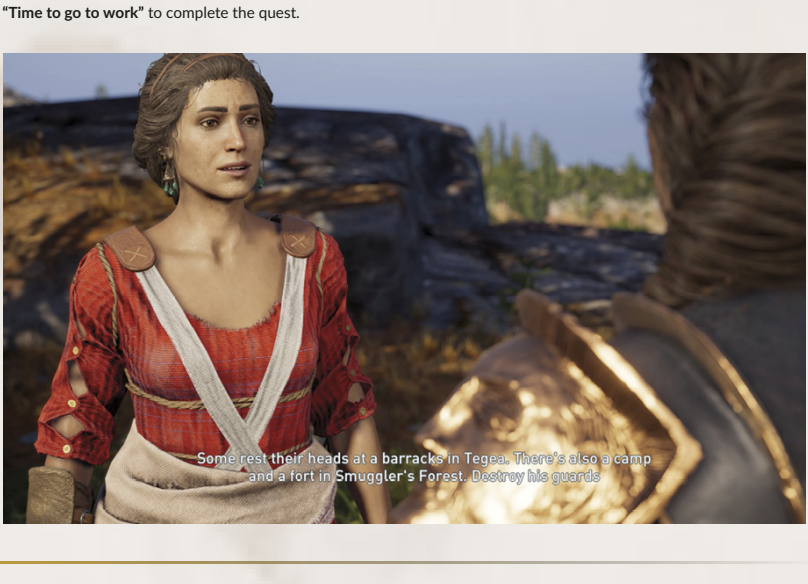
Your mother is pleased you found her. You break the news to Brasidas that you killed the messenger. He says the cultists knew you were coming and put a price on your head. Myrrine, as usual, wants to put Lagos's head on a pike to send a message to the puppet king in Sparta. At this point you can suggest **"Reason is the answer"** or **"Violence is the answer,"** but neither of these options sets your course of action in stone. You are only starting to side with Brasidas or Myrrine. However, if you killed The Monger in the theater, Brasidas knows you typically choose the violent route and will call you out no matter your selection here.


Which is why I say we put that Archon's head on a pike. Our message to the puppet King in Sparta will be clear.

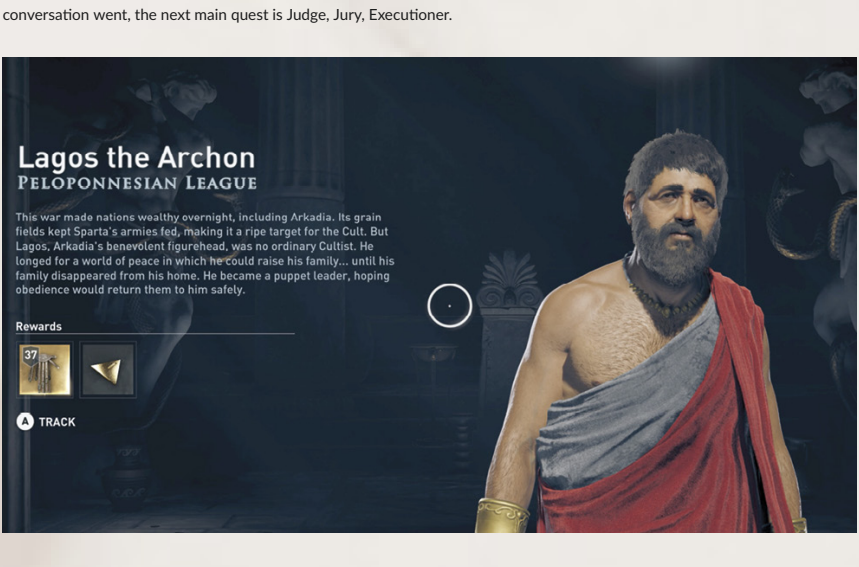
Brasidas wants Lagos left alive to continue to provide for Arkadia. He suggests that they free Lagos from the Cult of Kosmos. He said he's a farmer not a killer. You can respond **"Enough planning, more doing," "What's your plan, Brasidas?"** or **"What's your plan, Myrrine?"** You can listen to each of their plans (Brasidas's saves Lagos by first investigating, and Myrrine's puts his head on a pike).



You can side with Brasidas by selecting **"Your plan is better, Brasidas"** or side with your mother by selecting **"My mother's plan is better."** The choice has an effect on what quests are unlocked after the conversation, but things are still not set in stone. They both take you aside and tell you how to still act on their plans. When your mother talks to you about her plan you can ask her details about weakening defenses, where to find Lagos's guards, and silos. Select **"Time to go to work"** to complete the quest.


Some rest their heads at a barracks in Tegea. There's also a camp and a fort in Smuggler's Forest. Destroy his guards.

After the conversation, Lagos the Archon's cultist profile pops up onscreen. Another cultist revealed. He is with the Peloponnesian League. How the conversation went determines what support quests are now unlocked. Regardless of how the conversation went, the next main quest is Judge, Jury, Executioner.



Lagos the Archon
Peloponnesian League

This war made nations wealthy overnight, including Arkadia. Its grain fields kept Sparta's armies fed, making it a ripe target for the Cult. But Lagos, Arkadia's benevolent figurehead, was no ordinary Cultist. He longed for a world of peace in which he could raise his family... until his family disappeared from his home. He became a puppet leader, hoping obedience would return them to him safely.

Rewards

TRACK

SUPPORT QUESTS: WHAT TO EXPECT

If you selected your mother's plans during the conversation with Myrrine and Brasidas, then support quests *Breaking Bread* and *Fourth-Degree Burns* unlock. These are to weaken Lagos's defenses. If you weaken the defenses you can find Lagos at Fort Samikon outside of his room, patrolling the fort. However, *White Lies and Blackmail* unlocks if you chose Brasidas's plan. This leads into *Gluten Free*, where you save Lagos's family from a cave. No matter whose plan you chose, you can always change your mind later. For example, if you go with Myrrine's plan, during *Fourth-Degree Burns* (and while at Archon's safe house for an objective), you find Brasidas waiting inside the safe house to get you to join his quest, *White Lies and Blackmail*.

DID YOU KILL THE MONGER BRASIDAS'S WAY?

Brasidas never lets you forget if you allowed Anthousa to have her way and have The Monger publicly killed at the theater—no matter if you or Anthousa did the actual killing. So, trying to get Lagos to leave the Cult of Kosmos if Monger died publicly is a waste of time. He won't do it. If you select Brasidas's plan in *To Kill or Not to Kill*, you'll still end up having to kill Lagos in the end.

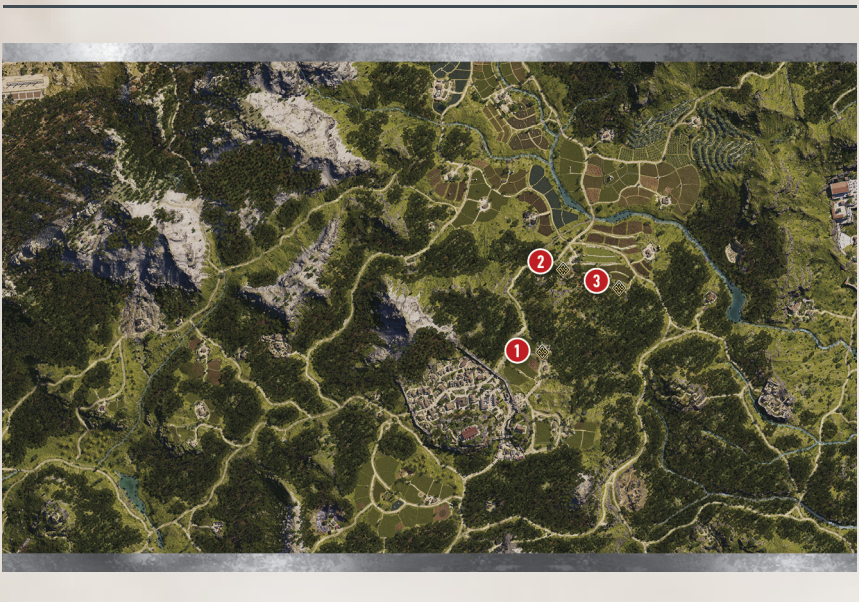
THE IMPACT ON LAGOS AND THE STORY

No matter what happens in the support quests (*Breaking Bread, Fourth-Degree Burns, White Lies and Blackmail,Gluten Free*), Lagos will always be located in Fort Samikon. He can be found outside his room patrolling the fort if defenses are reduced by completing Myrrine's support quests. Siding with Brasidas may not make your mother happy at the moment, but any alliance—or lack thereof—with Brasidas does not derail the family-first storyline.

WHAT NOW?

This guide continues with *White Lies and Blackmail* for those who did not publicly execute The Monger and are interested in getting Lagos to leave the cult, making Brasidas happy. *Gluten Free* follows to finish the job, and last is *Judge, Jury, Executioner* to conclude every scenario in this quest line. If you publicly executed the Monger then skip ahead to *Judge, Jury, Executioner*.

White Lies and Blackmail



RECOMMENDED LEVEL: 38

PREREQUISITE: Complete *To Kill or Not to Kill*

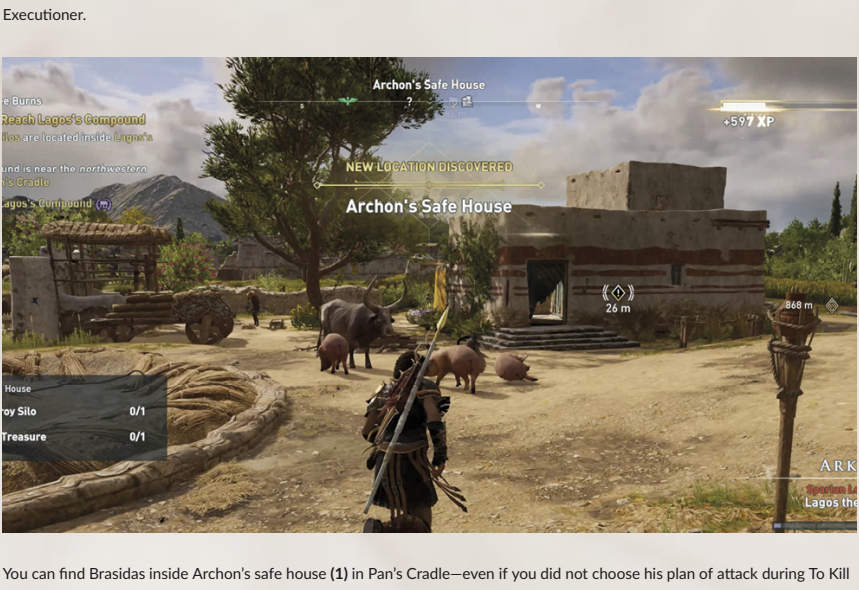
UNLOCKS: *Gluten Free*

STORY: Brasidas believes Lagos was being manipulated by the cult against his will. He invites you on an investigation that could save Lagos's life and maintain the balance between Arkadia and Sparta.

Talk to Brasidas

ARKADIA: PAN'S CRADLE

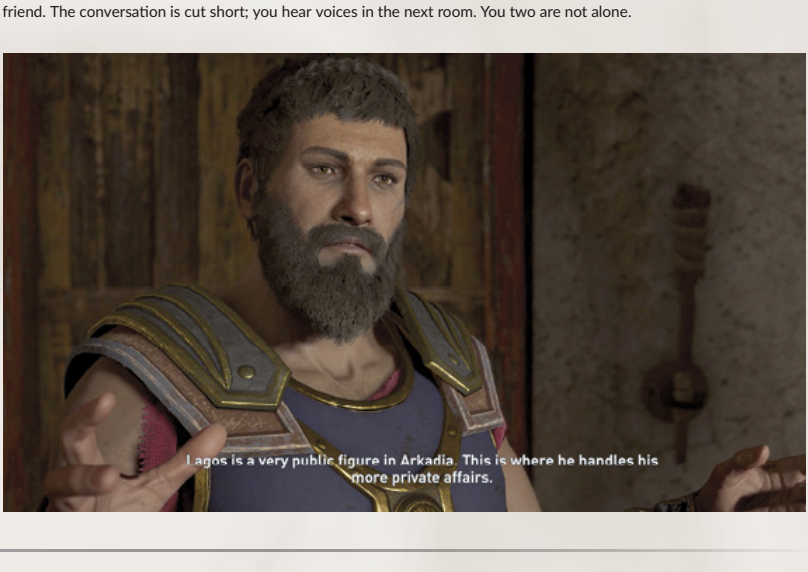
If you are playing this quest, the larger goal of getting Lagos to leave the cult hinges on if you publicly executed The Monger in Monger Down or not. If you took him out in the cave instead, then this quest will lead to better results in Judge, Jury, Executioner.



You can find Brasidas inside Archon's safe house **(1)** in Pan's Cradle—even if you did not choose his plan of attack during To Kill or Not to Kill. Head inside and see what he's up to.

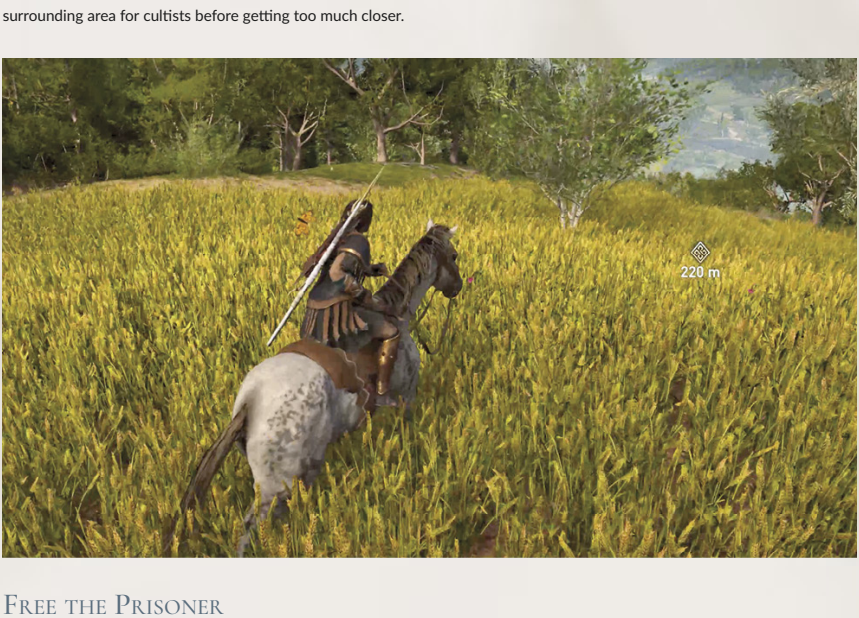
Conversation with Brasidas

Brasidas is relieved to see you and knows that if you are here, then Lagos is still alive. He explains this is where Lagos handles his private affairs. You can ask for more information by choosing **"Why do you care about Lagos?"** That's a good question. You learn Lagos is an honorable man who has helped Brasidas in the past, so Brasidas is convinced Lagos is being forced to work with the cult. You can select **"Tell me what you hope to prove"** and Brasidas explains that if he can find who's manipulating Lagos then there's a chance for another outcome where you are not assassinating his friend. The conversation is cut short; you hear voices in the next room. You two are not alone.


Lagos is a very public figure in Arkadia. This is where he handles his more private affairs.

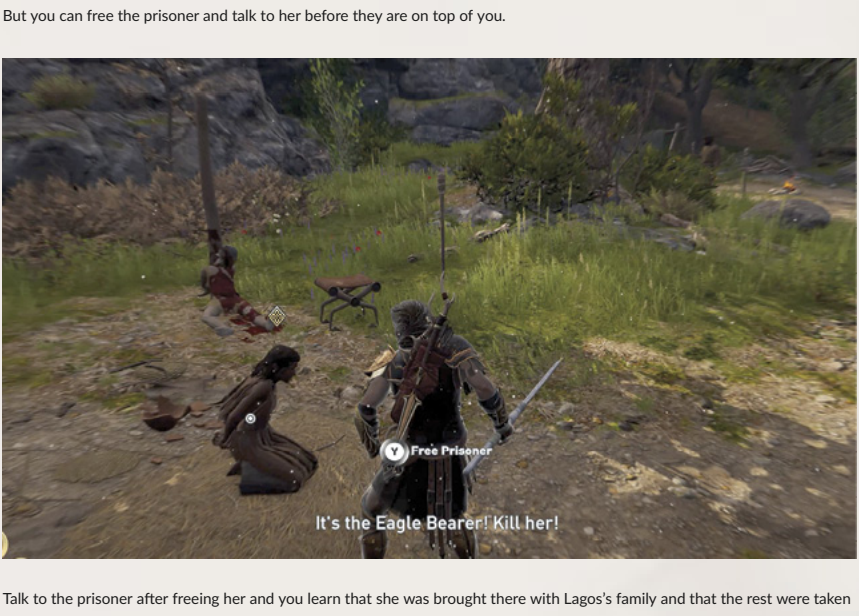
Find and Reach the Drop-off Point

The men in the other room were talking about a letter being delivered to the scorched tree near a golden field, where someone there will then take it to a hideout. If you can intercept this letter, then you can find the hideout. Ride a short distance northward into Golden Fields. At about 150 meters from the destination, use Ikaros to pinpoint the scorched tree **(2)**. Scan the surrounding area for cultists before getting too much closer.

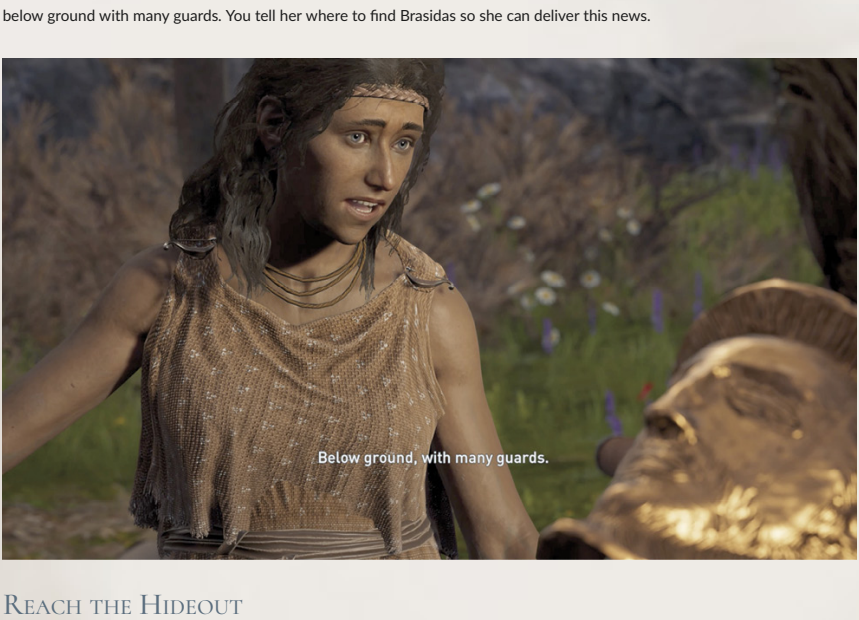


Free the Prisoner

You find a bound woman on her knees near the tree. Free her and the cultists patrolling the woods nearby will descend on you. But you can free the prisoner and talk to her before they are on top of you.



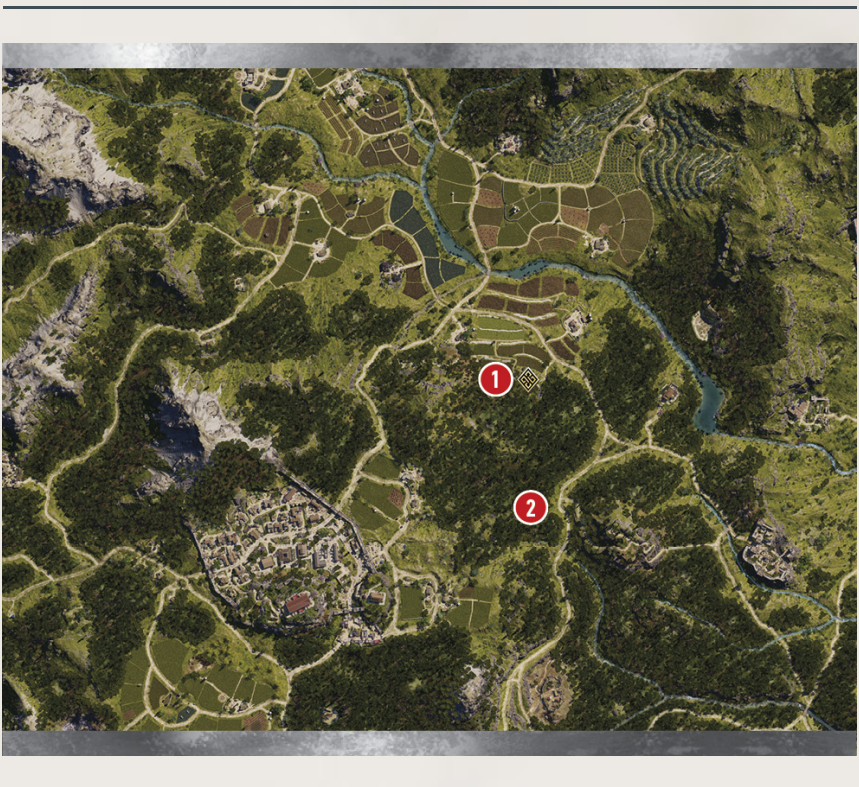
Talk to the prisoner after freeing her and you learn that she was brought there with Lagos's family and that the rest were taken below ground with many guards. You tell her where to find Brasidas so she can deliver this news.



Reach the Hideout

Cultists in the woods have spotted you freeing the prisoner. Defeat them. Head east a short distance to find a very small camp where there are more cultists, who may not have been alerted to your presence. Defeat them or just avoid them on your way to the quest completion marker at the hideout **(3)**. The marker leads you to a large open well. Enter the well. This quests ends when you reach the first wooden platform inside. This mission is continued in the next support quest, *Gluten Free*.

Gluten Free



RECOMMENDED LEVEL: 39

PREREQUISITE: Complete *White Lies and Blackmail*

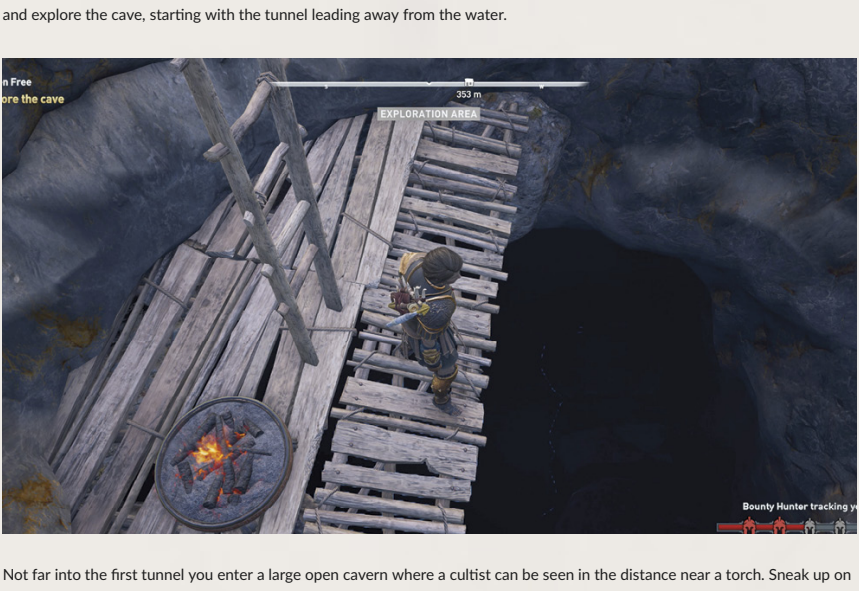
UNLOCKS: N/A

STORY: After discovering the cult has kidnapped Lagos's family, you find the entrance to the cave where they are being held hostage.

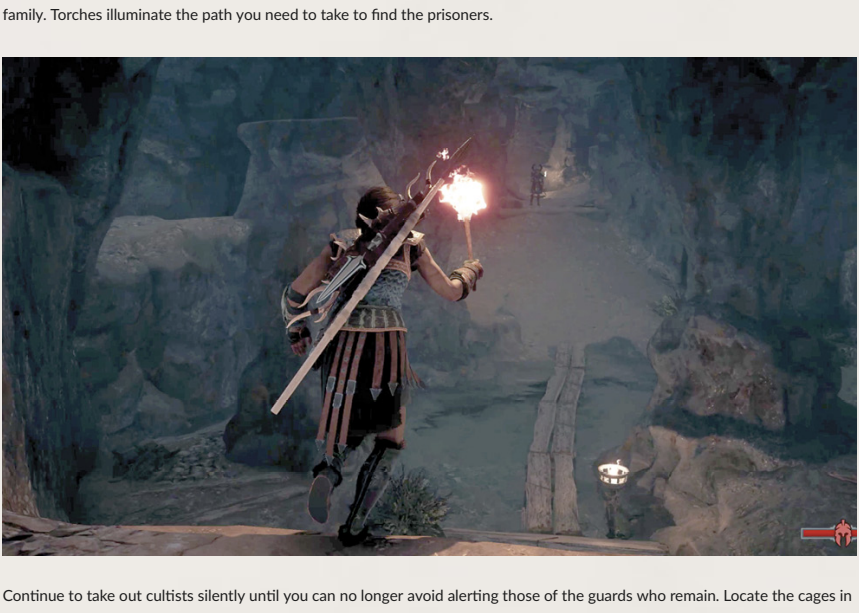
Explore the Cave

ARKADIA: GOLDEN FIELDS

Having entered the well **(1)** at the end of White Lies and Blackmail, you now must dive into the water at the bottom of the well and explore the cave, starting with the tunnel leading away from the water.



Not far into the first tunnel you enter a large open cavern where a cultist can be seen in the distance near a torch. Sneak up on this guy and silently take him out. Navigating the cave, with its connecting, looping tunnels and squeeze holes, is very easy if you just keep it simple. Instead of getting turned in circles using alternative paths, simply follow the torches to find Lagos's family. Torches illuminate the path you need to take to find the prisoners.



Continue to take out cultists silently until you can no longer avoid alerting those of the guards who remain. Locate the cages in the back of the cave system. They too are highlighted with torchlight.

Free Lagos's Family

Open both cages to release Lagos's wife and son.

Talk to Lagos's Wife

Conversation with Lagos's Wife and Son

With the prisoners free, talk to Lagos's wife. You tell her that Brasidas sent you. She tells you they've been held captive for days with no word from Lagos. You can ask **"What have you heard about the Cult of Kosmos?"** She tells you that Lagos's new business partners stationed guards around the home for protection, but then one day they got dragged to the cave. Tell them **"I'll deal with the scary men"** to continue.

Only in whispers... Ever since my husband found new "business partners," they've stationed guards around our home. For our

The quest is completed after the conversation. You can use a viewpoint to fast-travel out of the cave or continue to follow the torches to a wooden platform to the west, which leads to a nearby cave exit. This exit **(2)** is beyond a vine-covered squeeze hole, but this too is highlighted with a torch.

Fourth-Degree Burns

RECOMMENDED LEVEL: 33

PREREQUISITE: *To Kill or Not to Kill*

UNLOCKS: N/A

STORY: An Arkadian mercenary once told you, "He who controls the grain, controls the world." So, to destroy the man who controls the world, you need to burn his grain.

Destroy the Grain Silos

After talking to Myrrine, locate and reach Lagos's compound near the northwestern edge of Pan's Cradle. You must destroy three grain silos around the compound. You can use torches to set them ablaze, but it is simpler if you have access to fire arrows. If you choose to sneak in and perform the task without eliminating the guards, use rooftops and the ropes that connect them in order to get an angle at the hatches atop each silo. Don't stick around to watch them blow; quickly move between them before making a hasty exit.

Fourth-Degree Burns

Breaking Bread

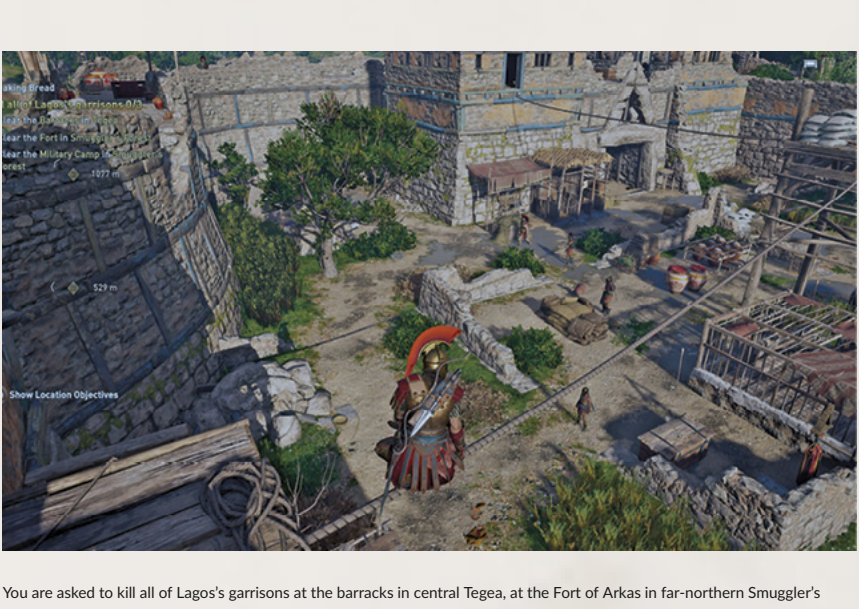
RECOMMENDED LEVEL: 33

PREREQUISITE: *To Kill or Not to Kill*

UNLOCKS: N/A

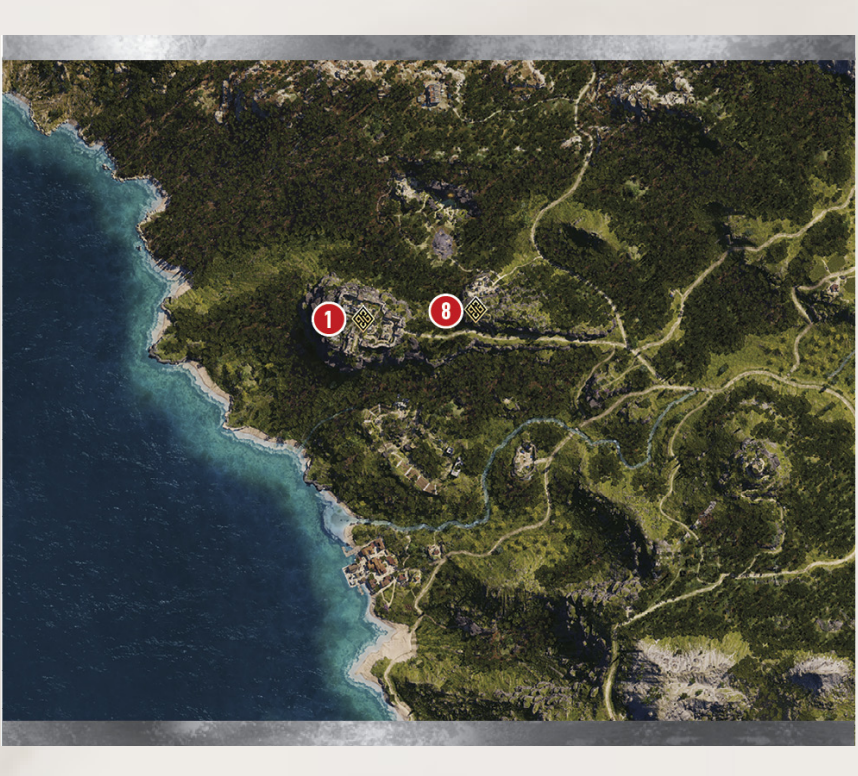
STORY: Arkadia is Sparta's breadbasket, which Lagos keeps full. Protecting him is Spartan duty, with its warriors as his armor. Myrrine knows the only way to pierce Lagos's throat is to shatter that armor.

Clear the Garrisons



You are asked to kill all of Lagos's garrisons at the barracks in central Tegea, at the Fort of Arkas in far-northern Smuggler's Forest, and at Kepheus Camp near the western border of Smuggler's Forest. You must kill every soldier stationed at all three locations. Once you get down to just a few enemies left at one of these sites, they are marked with small arrows on your HUD. Send Ikaros up to mark every soldier, and then use stealth to pick them off from cover. The fort presents the biggest challenge, with a polemarch and two captains in addition to the numerous soldiers stationed there. The camp and barracks are each led by one captain, who is accompanied by several soldiers.

Judge, Jury, Executioner



RECOMMENDED LEVEL: 38

PREREQUISITE: Complete *To Kill or Not to Kill*

UNLOCKS: Completing the quest lines *The Olympian*, *Paint It Red*, and *The Cult and the Archon* unlocks *A Bloody Feast*

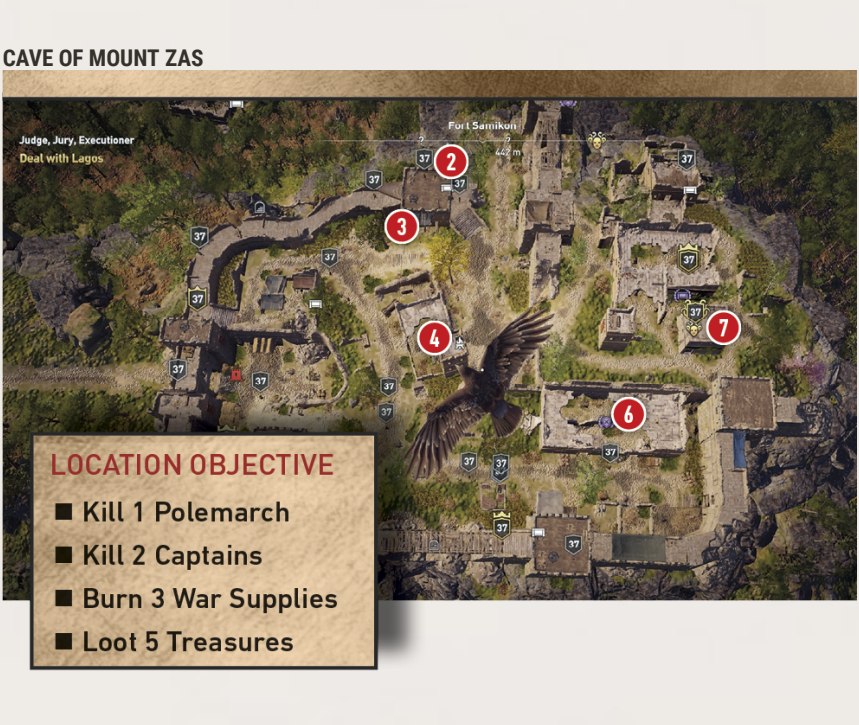
STORY: Lagos, the Archon of Arkadia, has every mercenary under Helios on the hunt for you and your mother. Myrrine wants him dead, but Brasidas feels he should live. In the end you have to choose.

Deal with Lagos

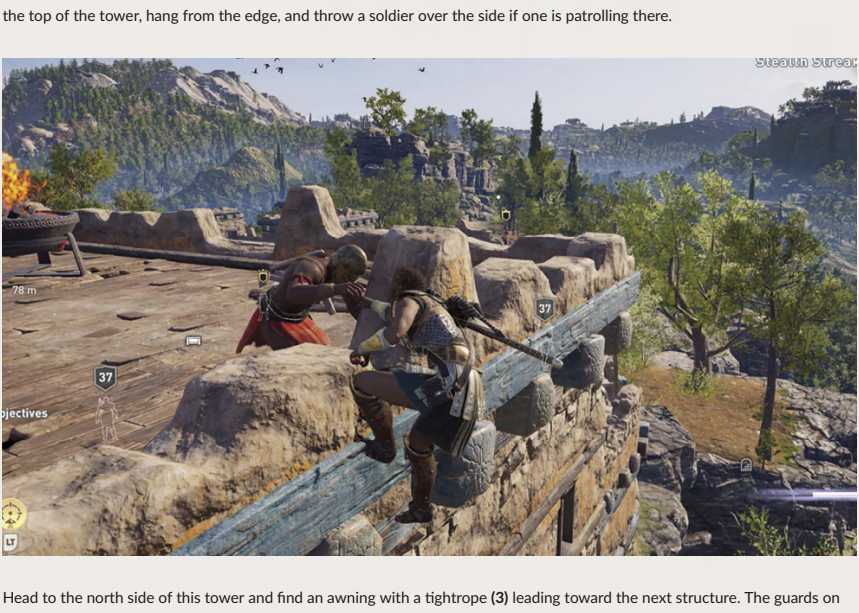
ARKADIA: FOREST OF SORON

Travel west to the Forest of Soron and continue to Fort Samikon **(1)**. Notice that Lagos appears on the map in this area represented by a cultist icon. Use Ikaros to mark all the targets, the brazier, the location objectives, and Lagos.

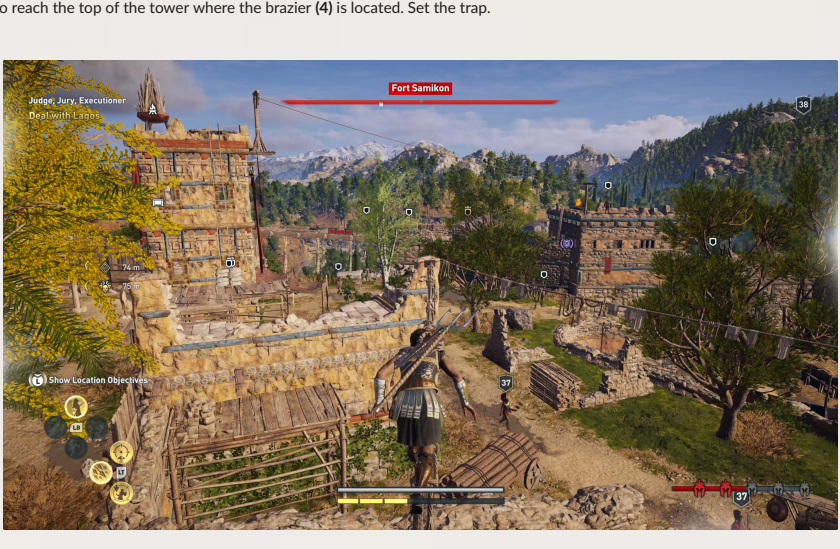
CAVE OF MOUNT ZAS

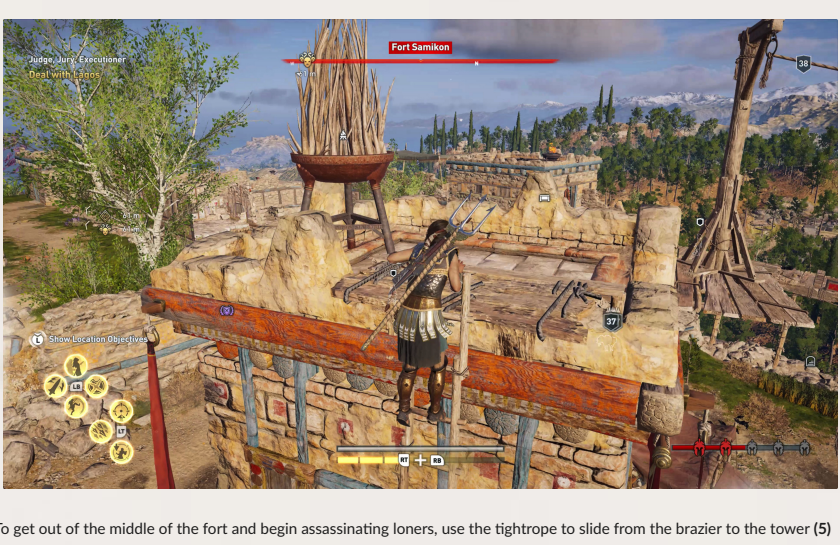


There are multiple ways to gain entry into this very large fort, but the best strategy is always to climb up an outer wall to get to the highest tower in a fort and then find a way to get to and set a trap on the brazier to stop reinforcements from being called if you are spotted. The brazier **(4)** is intelligently placed right in the middle of the fort. You can climb this southern wall **(2)** to the top of the tower, hang from the edge, and throw a soldier over the side if one is patrolling there.

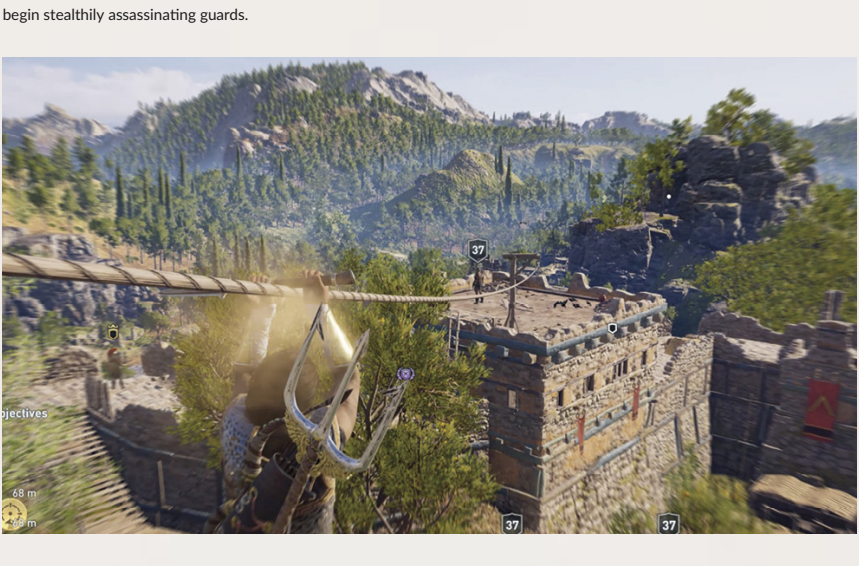


Head to the north side of this tower and find an awning with a tightrope **(3)** leading toward the next structure. The guards on the ground below shouldn't spot you as you navigate across this line. On top of the next structure you can use a tall wall ladder to reach the top of the tower where the brazier **(4)** is located. Set the trap.



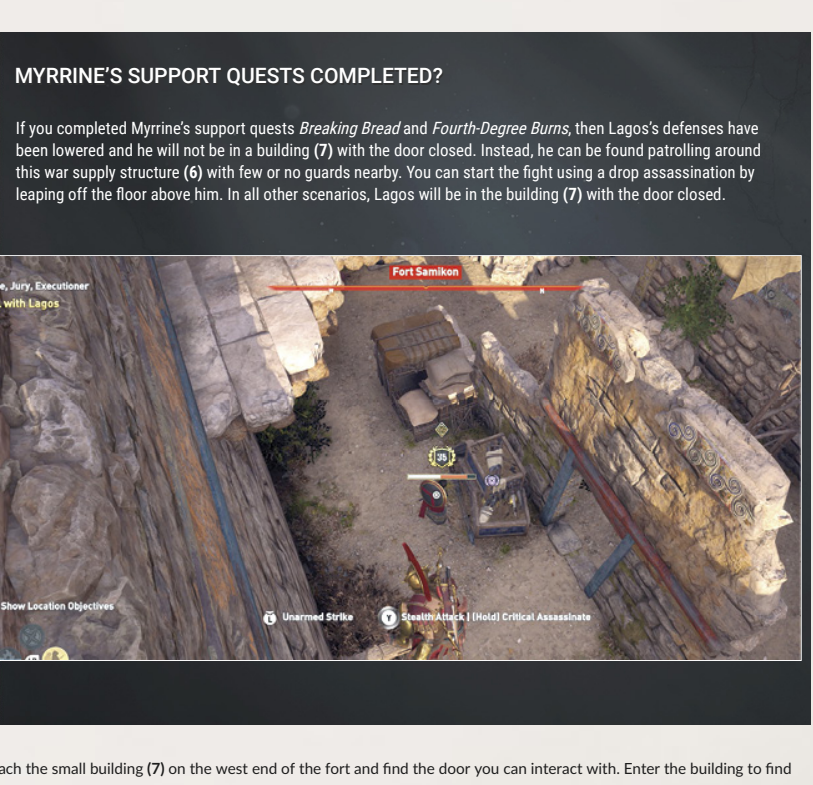


To get out of the middle of the fort and begin assassinating loners, use the tightrope to slide from the brazier to the tower **(5)** in the east corner and then eliminate the large guard when you land. Now simply follow the wall walk in either direction and begin stealthily assassinating guards.

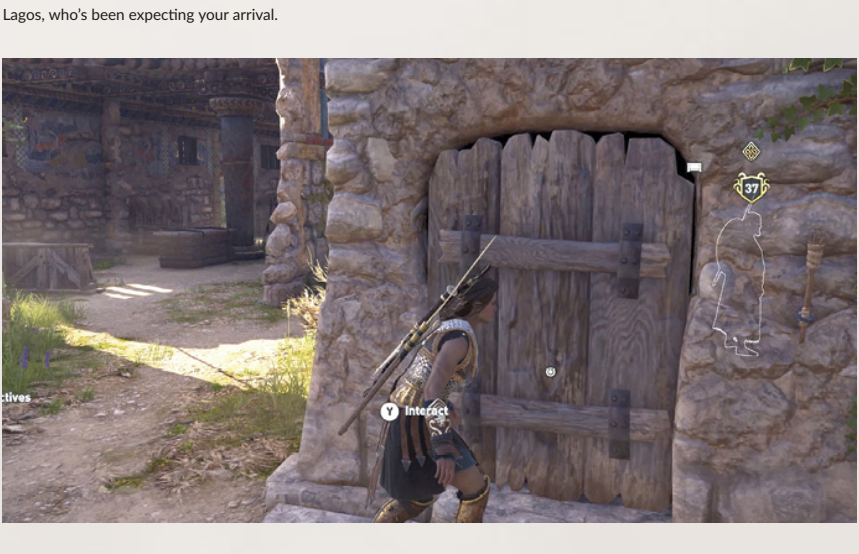


MYRRINE'S SUPPORT QUESTS COMPLETED?

If you completed Myrrine's support quests *Breaking Bread* and *Fourth-Degree Burns*, then Lagos's defenses have been lowered and he will not be in a building **(7)** with the door closed. Instead, he can be found patrolling around this war supply structure **(6)** with few or no guards nearby. You can start the fight using a drop assassination by leaping off the floor above him. In all other scenarios, Lagos will be in the building **(7)** with the door closed.

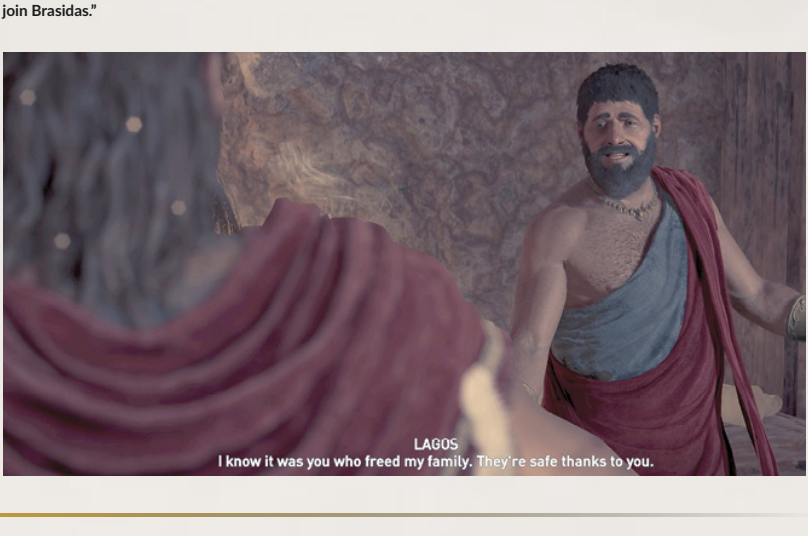


Approach the small building **(7)** on the west end of the fort and find the door you can interact with. Enter the building to find Lagos, who's been expecting your arrival.



Conversation with Lagos the Archon

If you freed Lagos's family in Brasidas's support quest Gluten Free, then Lagos will thank you first. Next he talks about the chaotic world he's living in and how the cult is willing to do anything to get their way. He asks your opinion, and you can choose to attack and kill him by selecting **"It's too late"** or try to talk him out of the cult by selecting **"You must join Brasidas."**


LAGOS
I know it was you who freed my family. They're safe thanks to you.

TALKING LAGOS OUT OF THE CULT

No matter what you do, if you or Anthousa publicly executed The Monger at the theater in chapter 5's *Monger Down*, then Lagos will not trust you and the conversation ends in a fight to the death. If, however, you killed The Monger in the cave (Brasidas's way) and have completed Brasidas's side quest *Gluten* Free and have freed Lagos's family, then Lagos will walk away from the cult, hand you his artifact fragment, and tell you that King Pausanias is the one behind the kidnapping of his family. He has physical proof that is handed over as well: the **Ring of Pausanias** (quest item).

Kill Lagos

If you are unable to get Lagos to join Brasidas then you are ordered to kill him. Start by removing his shield and beating him with it. Unleash some special ability moves and he'll be on the floor lickety-split. Confirm the kill. You receive the artifact fragment and a Spartan war hero belt, but there's no evidence of King Pausanias's involvement in all of this, which you would receive if you were able to save Lagos. Exit the room and finish the location objectives before you leave. You stand to earn over 20,000 XP for clearing this fort.

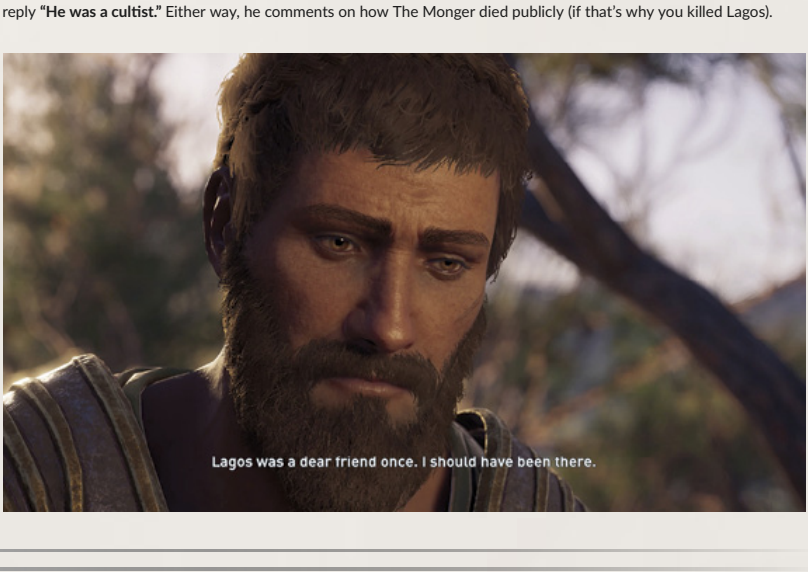
Confirm Cultist kill
Confirm Kill

Talk to Myrrine and Brasidas

Myrrine and Brasidas are on the top of a nearby hill **(8)** down the road to the east. Talk to them after clearing the fort.

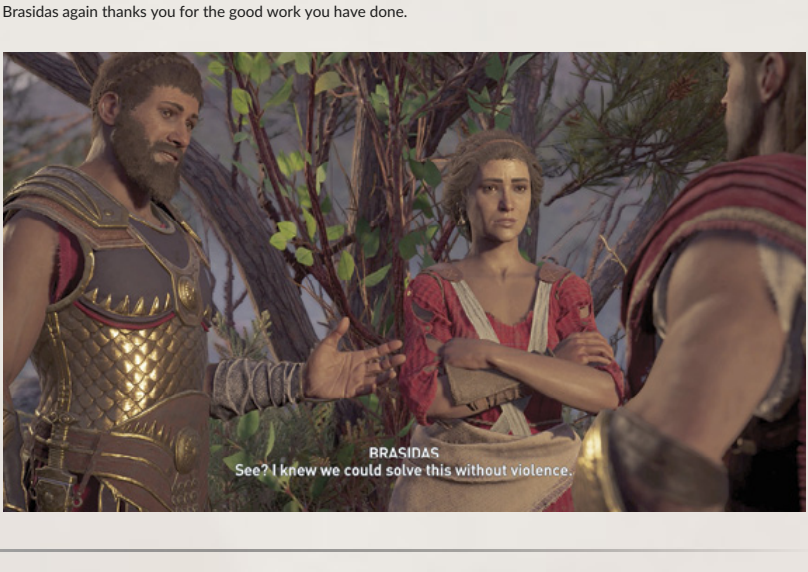
Conversation with Myrrine and Brasidas (if You Killed Lagos)

Brasidas is clearly upset that you had to kill Lagos. "It complicates things," he says. Your mother is relieved that he's dead. You can try to smooth things over by selecting **"I'm sorry about your friend"** or just dig the knife in deeper and reply **"He was a cultist."** Either way, he comments on how The Monger died publicly (if that's why you killed Lagos).



Conversation with Myrrine and Brasidas (if Lagos Leaves the Cult)

You announce that the bounty is lifted—Lagos is alive. Brasidas is obviously happy to hear the news about his friend, but Myrrine becomes agitated. That soon passes. You can tell her **"Lagos left the cult"** or **"Lagos didn't deserve death."** In this scenario, you tell your mother and Brasidas that you have proof that King Pausanias was blackmailing Lagos. Brasidas again thanks you for the good work you have done.

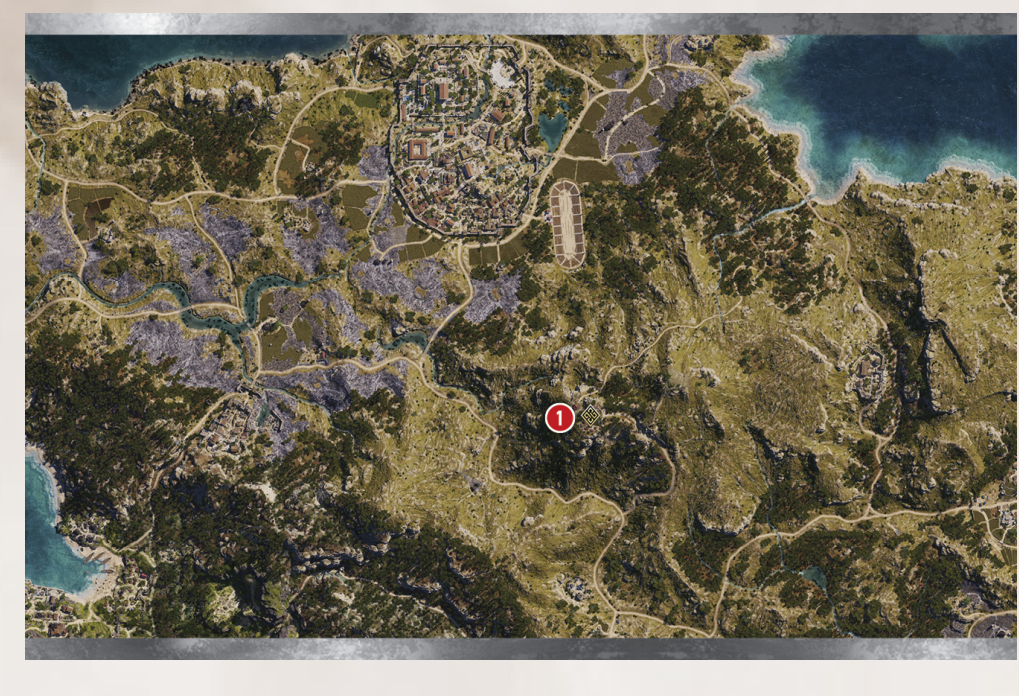


No matter if Lagos died or lived, the conversation concludes on the subject of the quest lines (either The Olympian or Paint It Red in Boeotia or both) that must be completed before you return to the kings in Sparta. However, if you've completed those quest lines, you can now return to confront the kings in Sparta.

BOEOTIA

PAINT IT RED

The Conqueror (Part I)



RECOMMENDED LEVEL: 38

PREREQUISITE: Complete *Kings of Sparta*

UNLOCKS: *A Herculean Task, The Fall of Deianeira, The Last Fight of Aristaios, The Last Hunt of Nesaia*

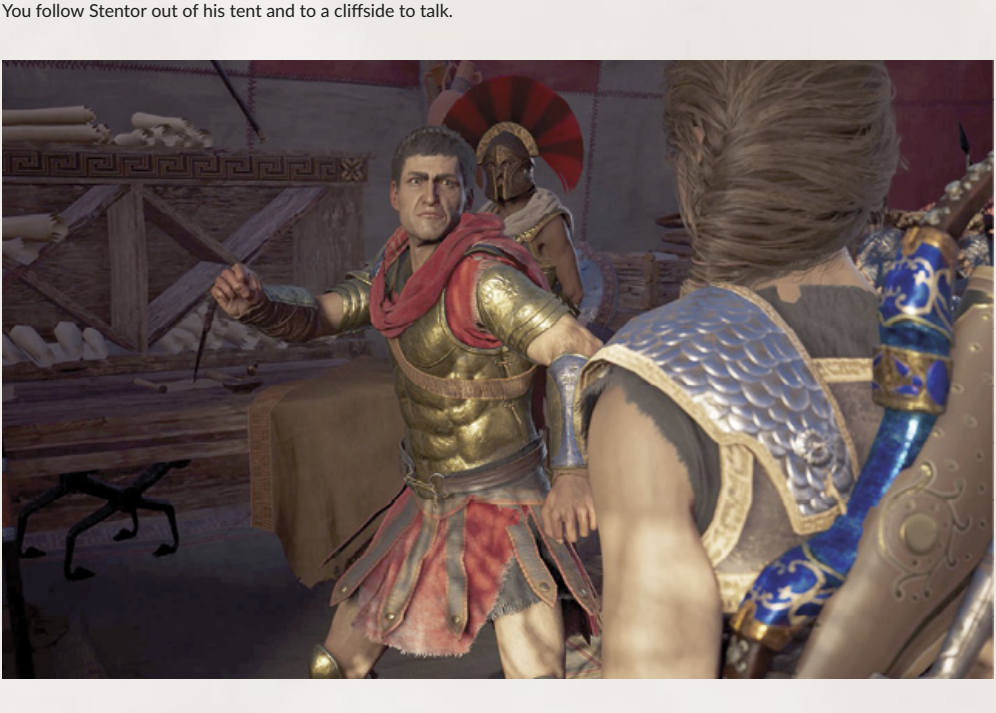
STORY: With the king's edict in one hand and your spear in the other, you are tasked with conquering Boeotia for Sparta, making sure the Athenians don't get there first.

Meet the Spartan Polemarch

BOEOTIA: RUINS OF PLATAIA

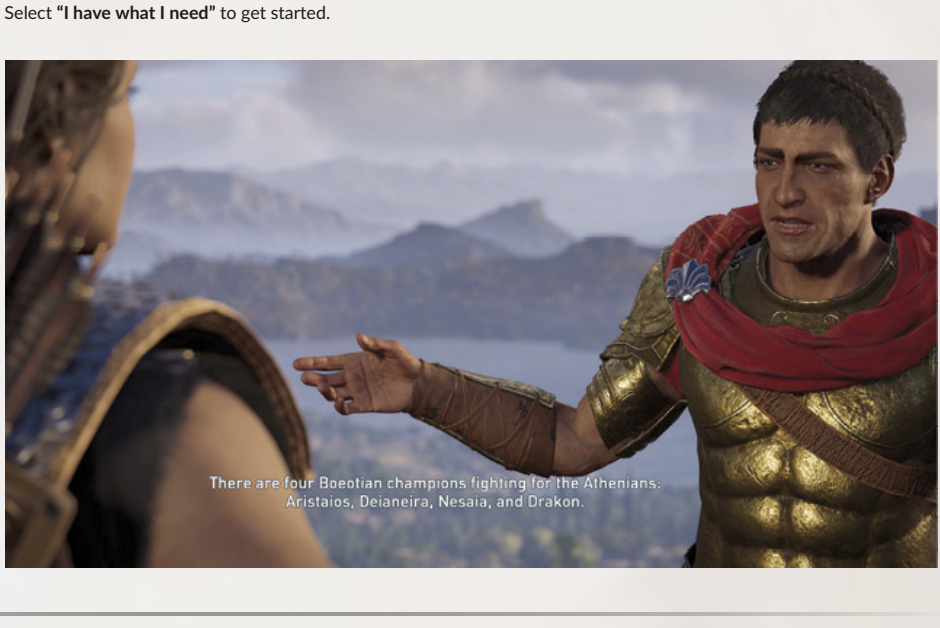
Travel to the Spartan military camp **(1)** on the top of the mountain in Ruins of Platiaia. When you enter the camp, a cinematic takes you to the commander's tent. You are surprised to find Stentor, your stepbrother, leading the Spartan army here in Boeotia. He welcomes you with a punch to the face!

You announce, with papers in hand, that you have been sent by King Archidamos of Sparta to aid them in securing the region. You follow Stentor out of his tent and to a cliffside to talk.



Conversation with Stentor

Stentor asks why the king sent you. You can be antagonistic and answer **"To steal your glory"** or sarcastic and answer **"I missed my brother"** or stick to business and answer **"I've come to help Sparta."** When Stentor asks why he should trust you, you can reply **"You should be glad I'm here"** or ask him a few interrogative questions, such as **"What's the situation?"** and **"Why are you here?"** By prying, you learn that they seized Athens, but Kleon took power and pushed them out. Taking Boeotia will weaken Kleon's position. You ask what you can do and he dreams up what he thinks is impossible and asks you to take out the four Boeotian champions fighting for Athens. You can reply **"I'll kill the champions for Sparta"** or **"Killing the champions won't help."** No matter your choice, Stentor explains how it will help to have them gone. You can ask where you can find them, why they're helping Athens, and what makes them so mighty. Select **"I have what I need"** to get started.

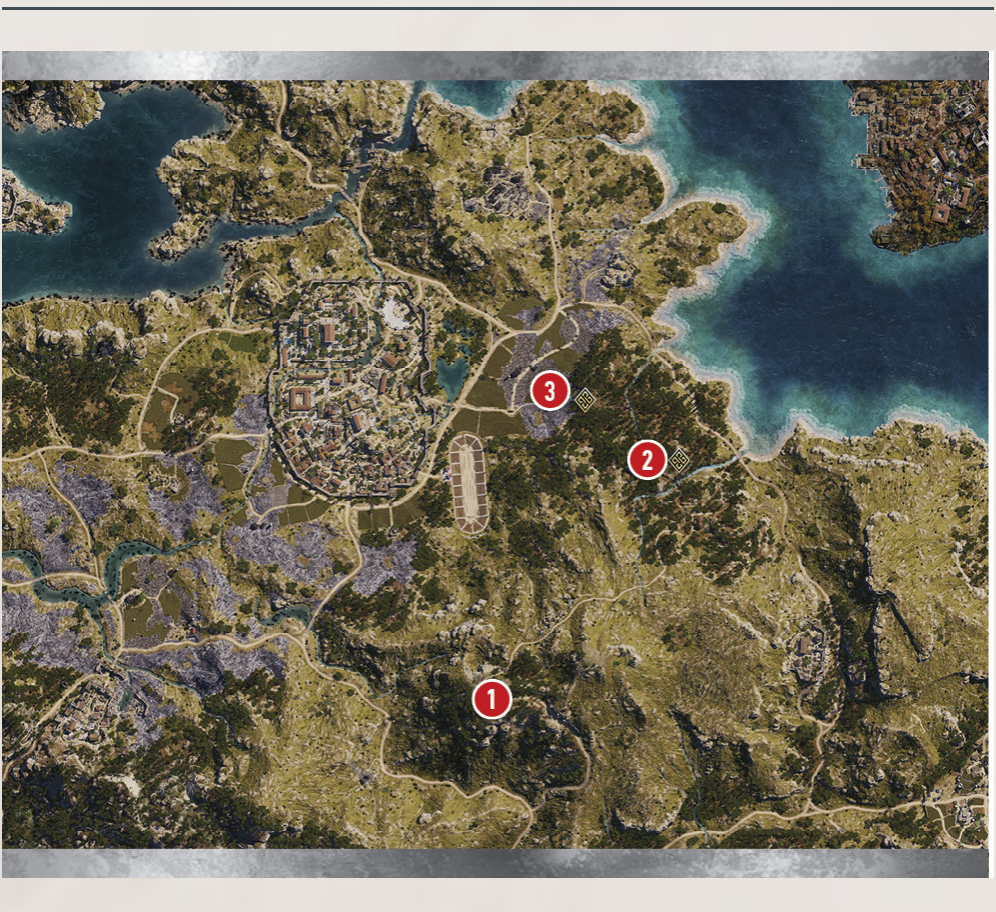

There are four Boeotian champions fighting for the Athenians.
Aristaios, Deianeira, Nesaia, and Drakon.

You now must defeat Athenian champions Aristaios, Deianeira, Nesaia, and Drakon in order to continue this quest. Four quests unlock, one for each champion that must be eliminated. The quests are The End of Drakon, The Fall of Deianeira, The Last Fight of Aristaios, and The Last Hunt of Nesaia. Completing these four quests will put closure to this one: The Conqueror. We'll start with the one closest to Stentor's camp: The Last Hunt of Nesaia.

NO SPOILERS

To avoid giving away a major plot point that's revealed upon returning to this quest (after killing the four targets Stentor sends you to assassinate), we'll continue this quest after the last kill. For us, that's the farthest one away distance-wise: *The Fall of Deianeira.*

The Last Hunt of Nesaia



RECOMMENDED LEVEL: 40

PREREQUISITE: *Begin The Conqueror*

UNLOCKS: This is one of four quests that must be completed to finish *The Conqueror* quest and the *Paint It Red* quest line.

STORY: Nesaia, the legendary huntress of Boeotia, is marked. For the first time in her life, the hunter has become the hunted.

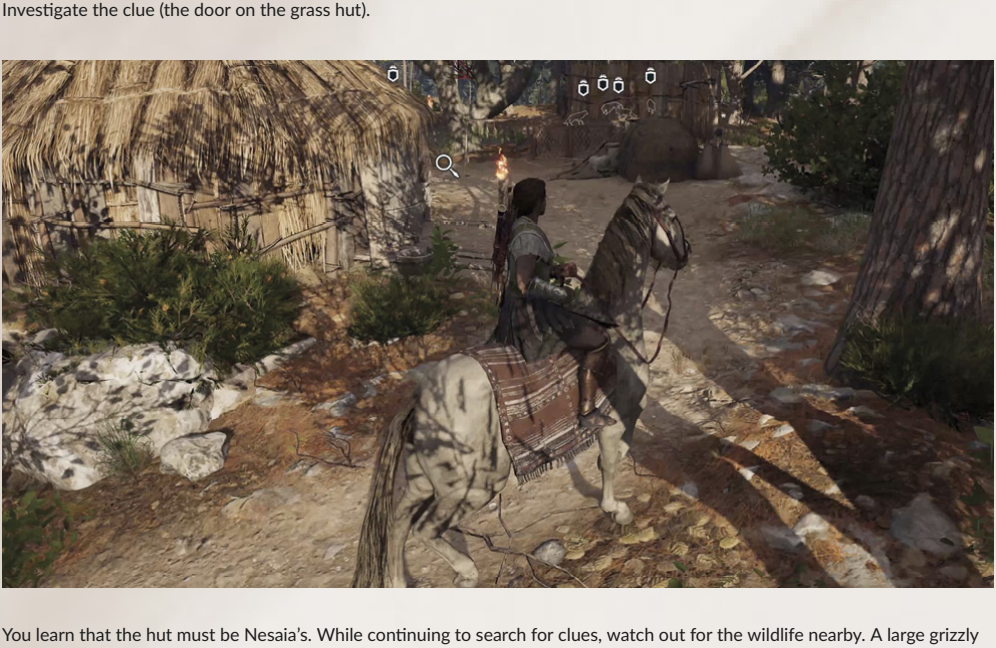
Find and Assassinate Nesaia

BOEOTIA: OROPOS HEIGHTS

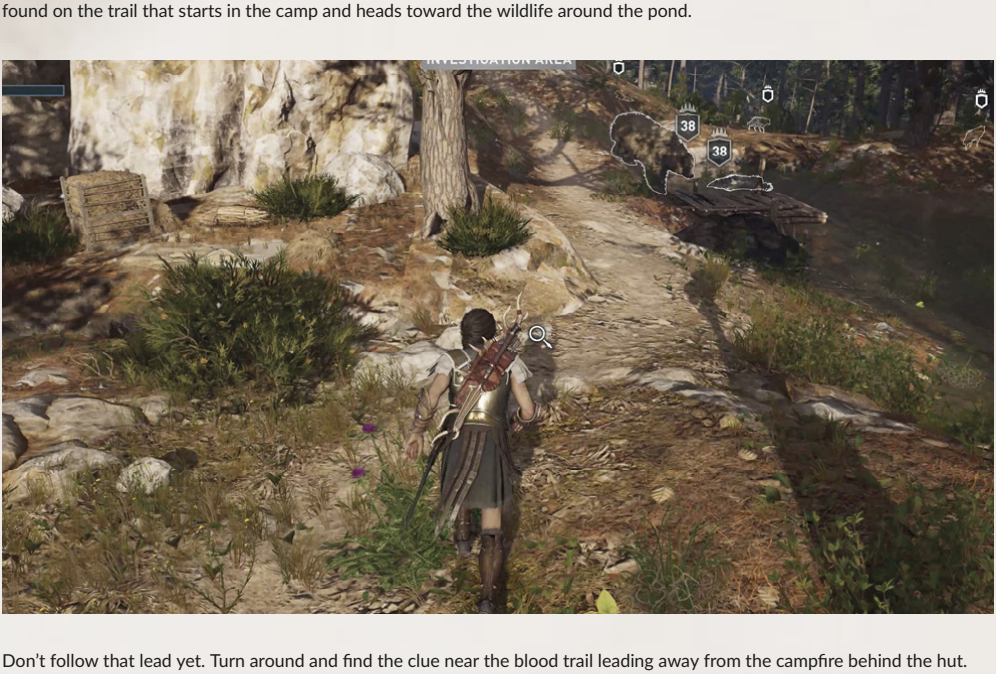
Stop at the Spartan military camp's blacksmith **(1)** and work with your gear before traveling northeast to find Nesaia.

Equipment
Check your Inventory Me… that is better than what y… at the moment.
Talk

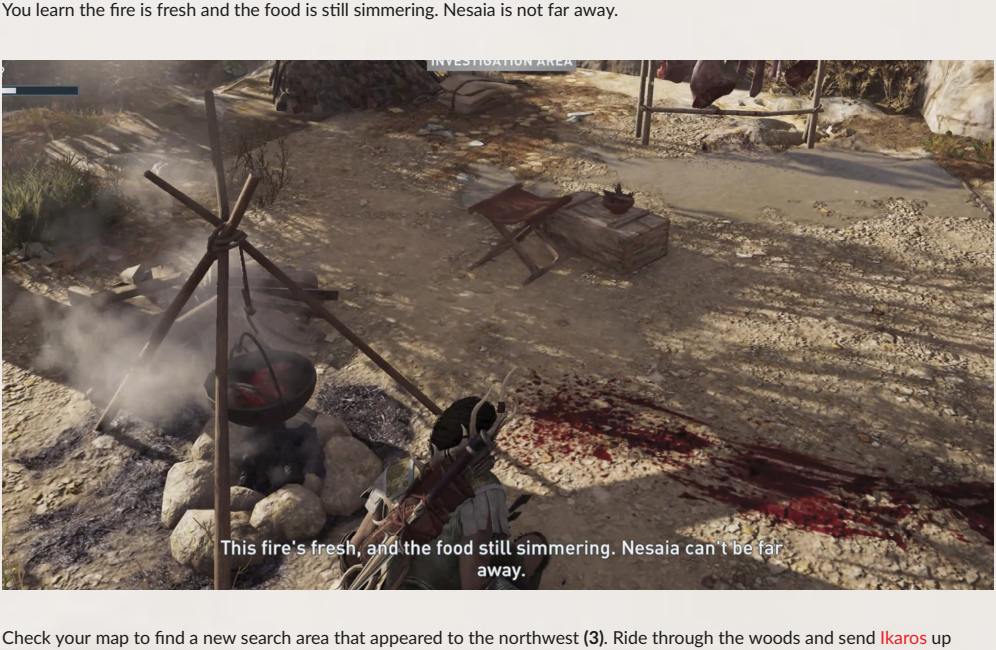
If you follow the road northeast out of the camp, you'll be prompted to search for your target using Ikaros when you reach the Healing Sanctuary of Amphiaraos. You can target a clue **(2)** at a small grass hut in a clearing over a narrow wooden bridge. Investigate the clue (the door on the grass hut).



You learn that the hut must be Nesaia's. While continuing to search for clues, watch out for the wildlife nearby. A large grizzly fights with wolves near the pond beside Nesaia's camp. The next clue—non-human tracks leading away from camp—can be found on the trail that starts in the camp and heads toward the wildlife around the pond.

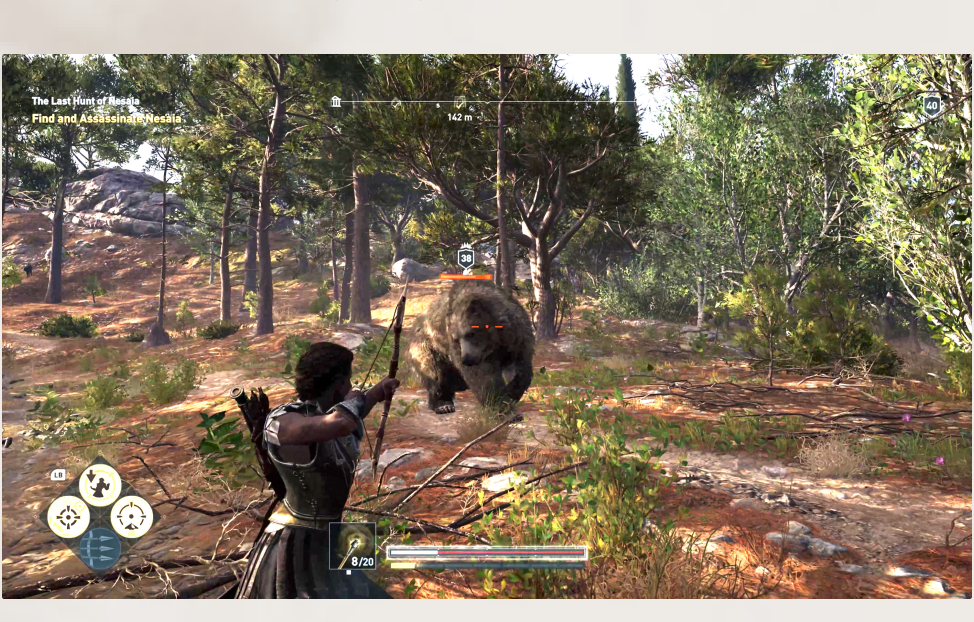


Don't follow that lead yet. Turn around and find the clue near the blood trail leading away from the campfire behind the hut. You learn the fire is fresh and the food is still simmering. Nesaia is not far away.

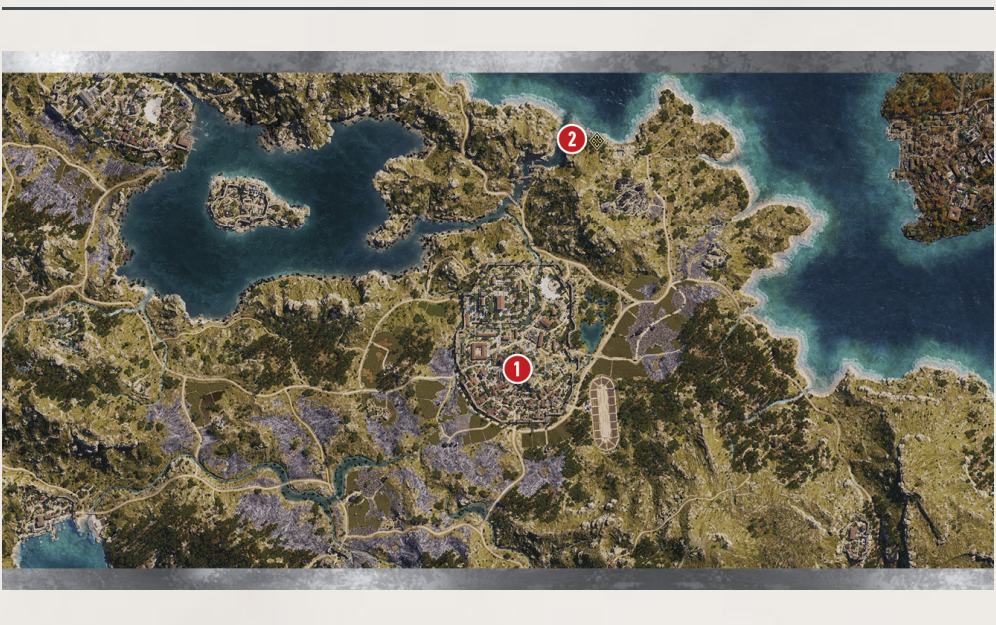

This fire's fresh, and the food still simmering. Nesaia can't be far away.

Check your map to find a new search area that appeared to the northwest **(3)**. Ride through the woods and send Ikaros up when prompted. You'll find Nesaia fighting a few wolves. She and her hunting partner, a large grizzly, will be tough to sneak up on. Send some arrows into her from a distance and then move close and engage her. Defeat her and finish off the large grizzly and any other wildlife that has eyes on you now. Make sure to loot the many dead wolves that Nesaia defeated.

If you check the available quests after defeating Nesaia you'll find your next closest target is Drakon, only 680 meters from your location. Select The End of Drakon for your next quest.



A Herculean Task



RECOMMENDED LEVEL: 40

PREREQUISITE: *Begin The Conqueror*

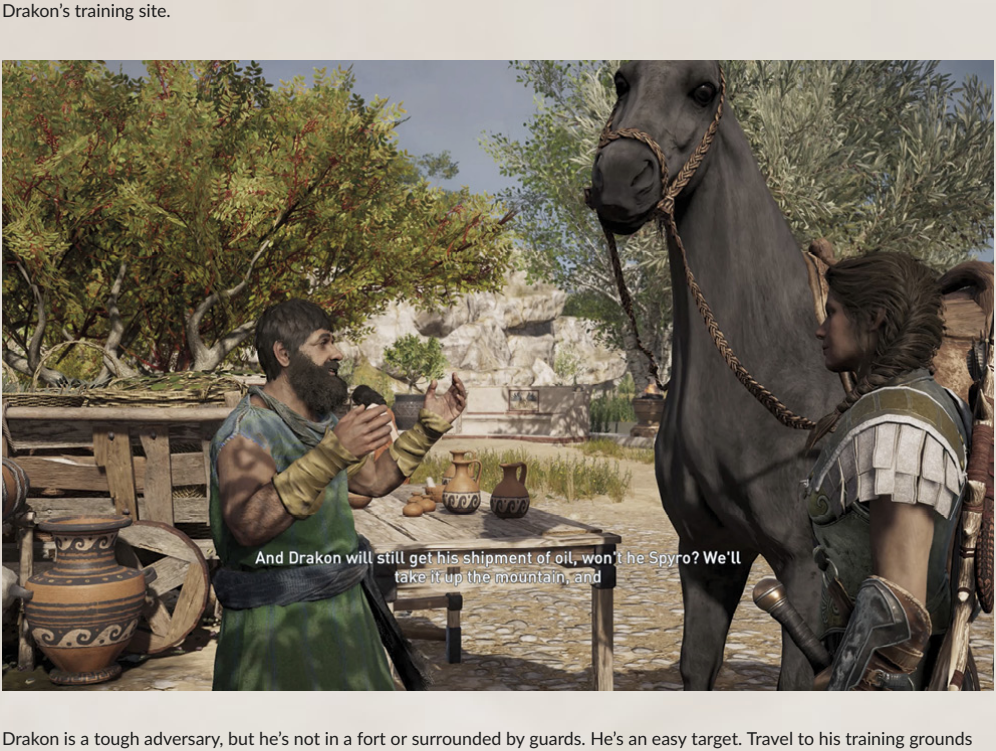
UNLOCKS: This is one of four quests that must be completed to finish *The Conqueror* quest and the *Paint It Red* quest line.

STORY: The Boeotian people used to say that Drakon was the descendant of Herakles. He would be a challenge worthy of a true mercenary.

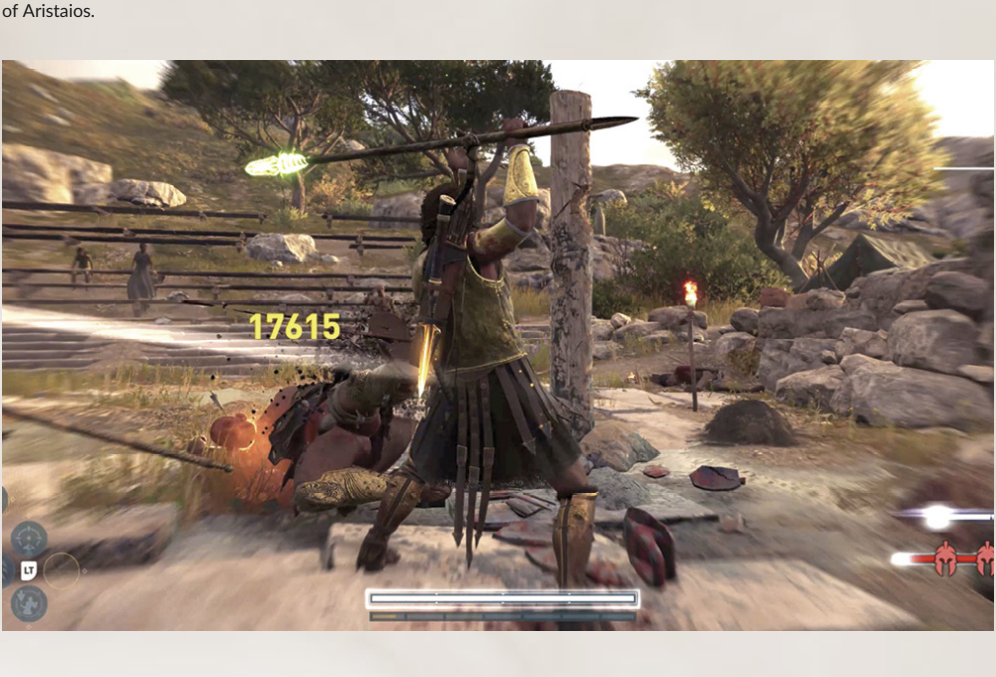
Find and Assassinate Drakon

BOEOTIA: CURSED LAND OF OEDIPOUS

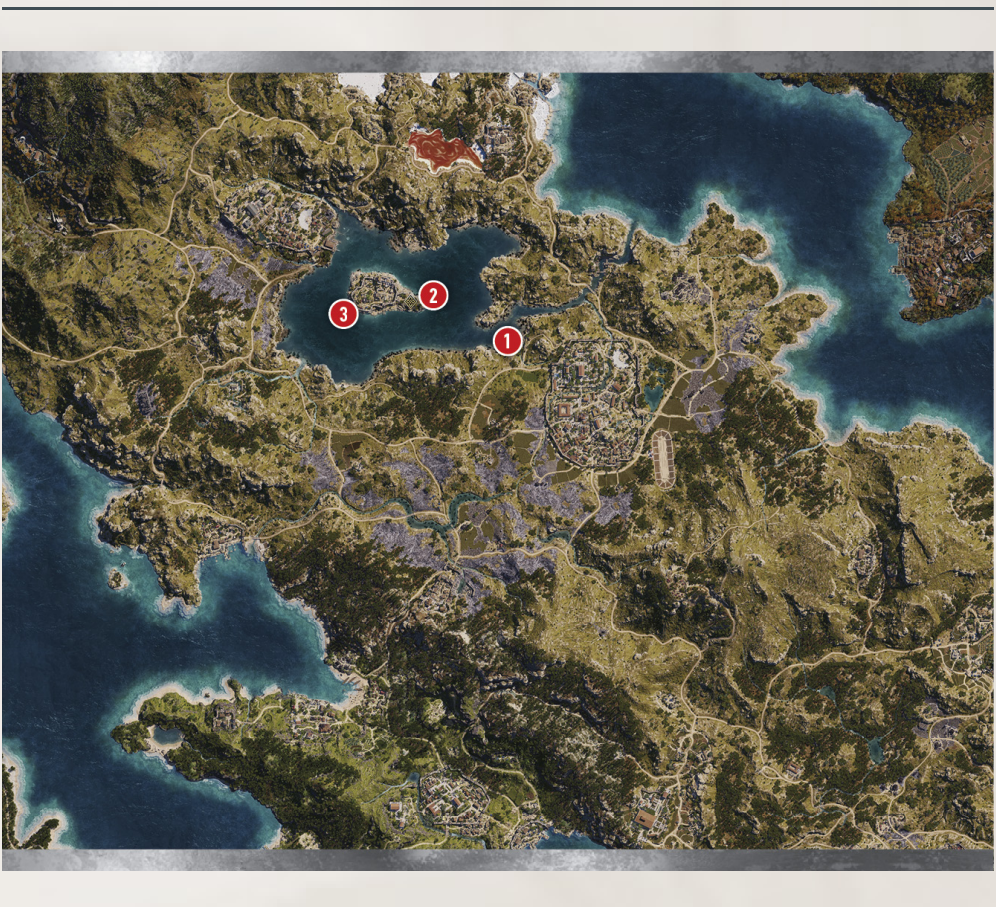
If you haven't been to Thebes yet, while moving between where you killed Nesaia and where you're headed to kill Drakon, consider a slight detour to synchronize with Kadmeia **(1)** in Thebes and to pick up side quests. People there know Drakon very well. A side quest found there (The Stolen Steed) is a support quest for this one. Completing it adds flammable oil jars to Drakon's training site.


And Drakon will still get his shipment of oil, won't he Spyro? We'll take it up the mountain and

Drakon is a tough adversary, but he's not in a fort or surrounded by guards. He's an easy target. Travel to his training grounds **(2)** and put some arrows in him to soften him up. Remove his shield and start fighting. A large heavy weapon is the way to go. He's slow but powerful; you'll have plenty of time to swing the heavy weapon and dodge his attacks. Defeat him and loot his body for materials and **Drakon's bracers**. Next, check your map for the next closest target, which is in the quest The Last Fight of Aristaios.



The Last Fight of Aristaios



RECOMMENDED LEVEL: 40

PREREQUISITE: *Begin The Conqueror*

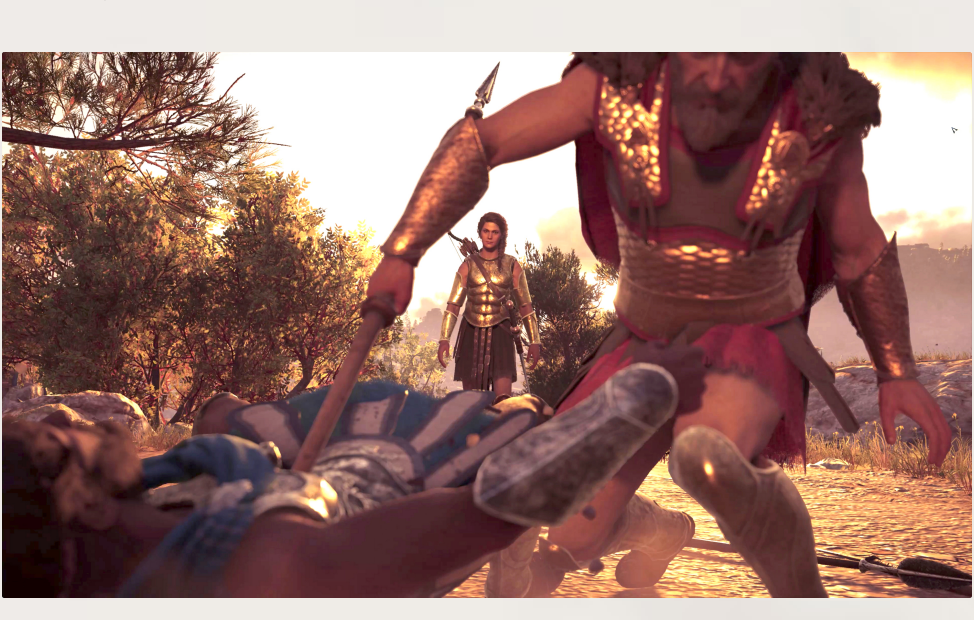
UNLOCKS: This is one of four quests that must be completed to finish *The Conqueror* quest and the *Paint It Red* quest line.

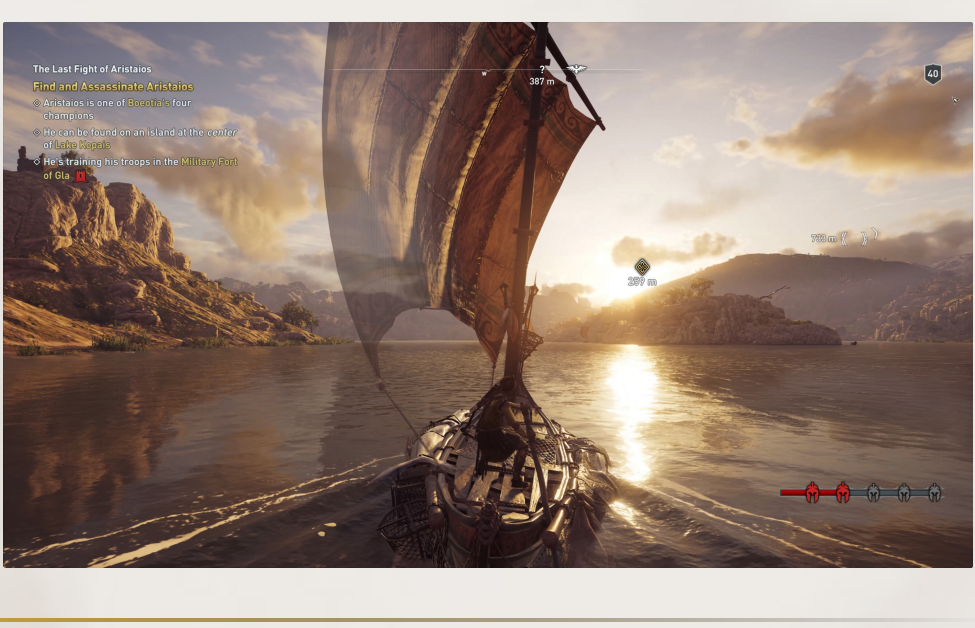
STORY: You have to face Aristaios, a skilled warrior and smart tactician. Despite his skill, his devotion to Boeotia was always going to get him killed.incredible cost.

Find and Assassinate Aristaios

BOEOTIA: LAKE KOPAIS

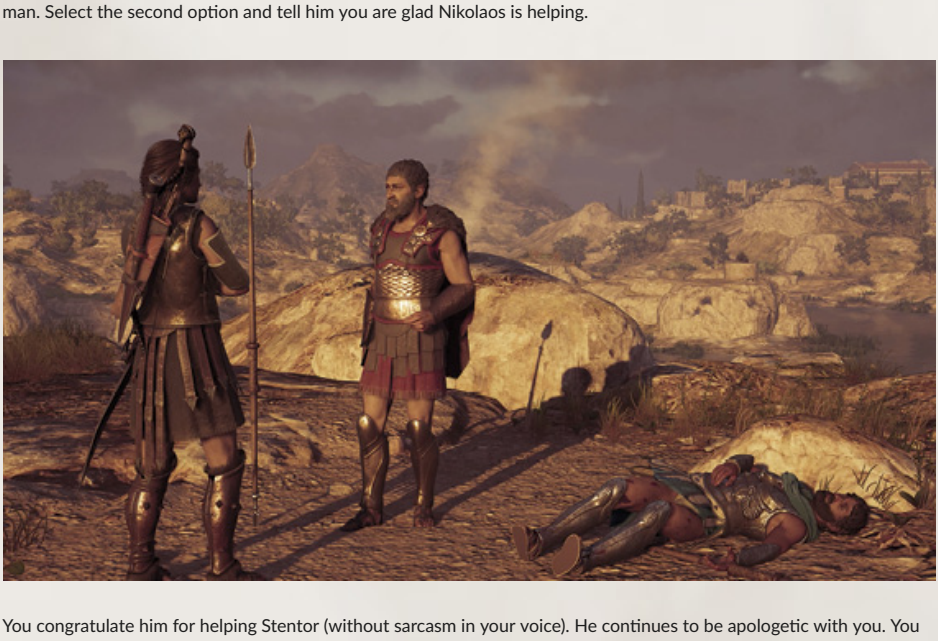
Just north of Thebes you can reach the southeast shores **(1)** of Lake Kopais. You can find many small boats here. Sail to the small island with the Kopais Perch and synchronize there. If you have been following the save-everyone-in-the-family route then you'll find your stepfather here. Nikolaos is killing your target in a clearing **(2)** in front of the military fort of Gla. He does the job for you. You don't have to infiltrate that fort as you would if Nikolaos were dead now. However, after the conversation we suggest you clear it for the location objective XP. Use the tunnel on the southwestern shore **(3)** of the island for an alternative way into the fort.



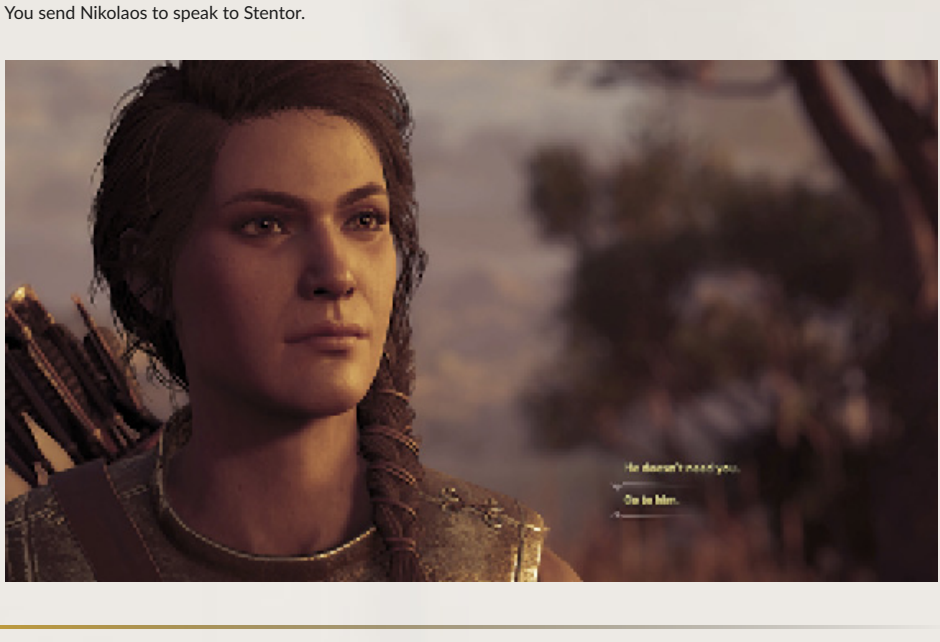


Conversation with Nikolaos

You approach your stepfather after he beats you to the assassination, ending Aristaios before you can. He's genuinely happy to see you. It seems he's starting to find peace within himself. You can respond **"I didn't expect to find you here"** or, to get a little information first, **"What have you been doing?"** He confesses that he'll never be able to make up for what he's done in the past, but he can fulfill a promise he made to Stentor right now. He knew killing your targets would weaken Athens. He's helping Stentor…as you are. You can respond **"You destroyed Stentor's morale"** or **"I'm glad you're helping."** To continue toward this guide's happy family ending, do not destroy your possible friendship with this man. Select the second option and tell him you are glad Nikolaos is helping.



You congratulate him for helping Stentor (without sarcasm in your voice). He continues to be apologetic with you. You shovel a little extra guilt on him by reminding him that he wasn't there for you while you grew up. And yes, this is still the happy path. He says he's turning over a new leaf starting now with Stentor. He has a message for Stentor. You can respond **"He doesn't need you"** or you can continue down this guide's path and select the second option, **"Go to him."** You send Nikolaos to speak to Stentor.

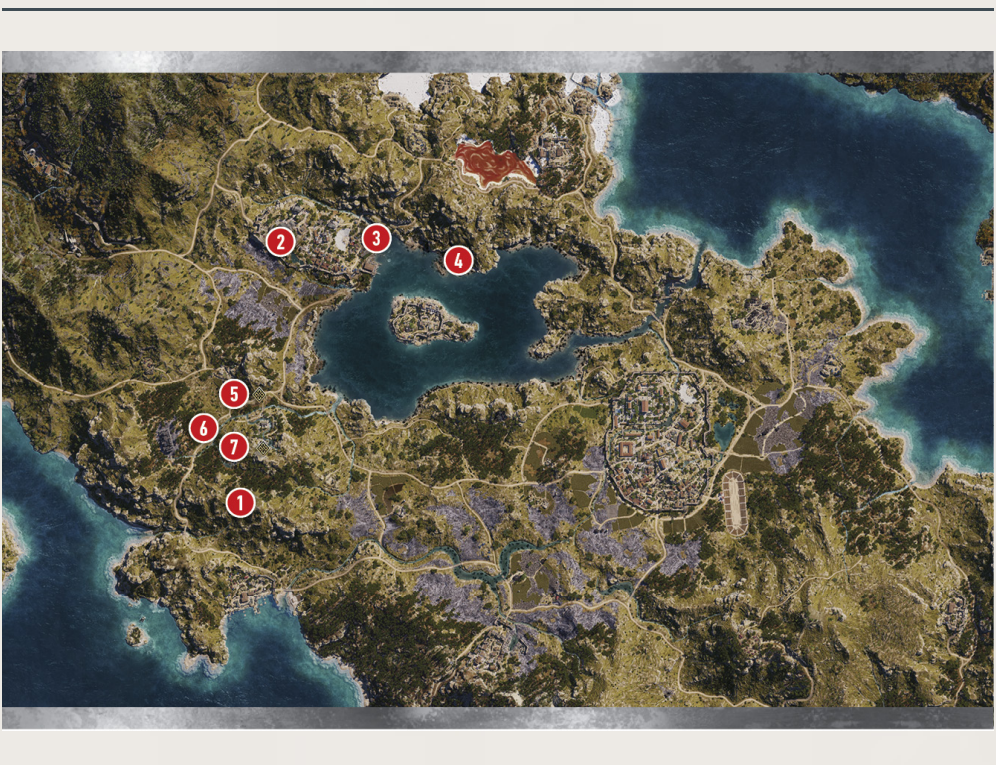


STENTOR'S PATH

Remember, you never told Stentor that you did not assassinate Nikolaos. So getting Stentor and Nikolaos together changes both their storylines. Maybe Stentor would not have been such a big Testikles to you if you had mentioned that to him…in passing…just a little bit sooner. This is getting the family back together.

The conversation ends with our storyline intact. You, with an all-kidding-aside attitude, wish the best for Nikolaos's and Stentor's relationship before you walk away. Nikolaos leaves the prizes from the kill behind. Take **Aristaios's breastplate**, drachmae, and materials from his corpse. You have one more target to go.

The Fall of Deianeira



RECOMMENDED LEVEL: 40

PREREQUISITE: *Begin The Conqueror*

UNLOCKS: This is one of four quests that must be completed to finish *The Conqueror* quest and the *Paint It Red* quest line.

STORY: As one of the champions of Boeotia, Deianeira is in your way and has to be dealt with.

Find and Assassinate Deianeira

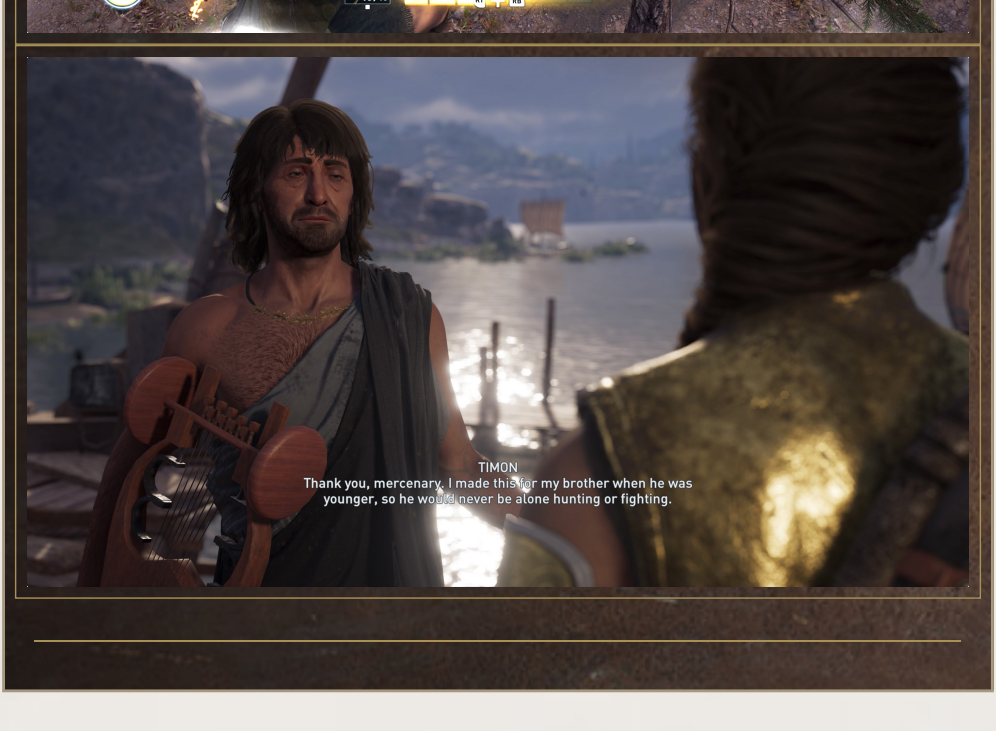
BOEOTIA: MOUNT HELIKON

The objective marker for this quest points you southwest to the Mount Helikon region. You've been around this area before. If you have synchronized with Standing Pillar **(1)** then fast-travel there now. If not, explore on horseback.

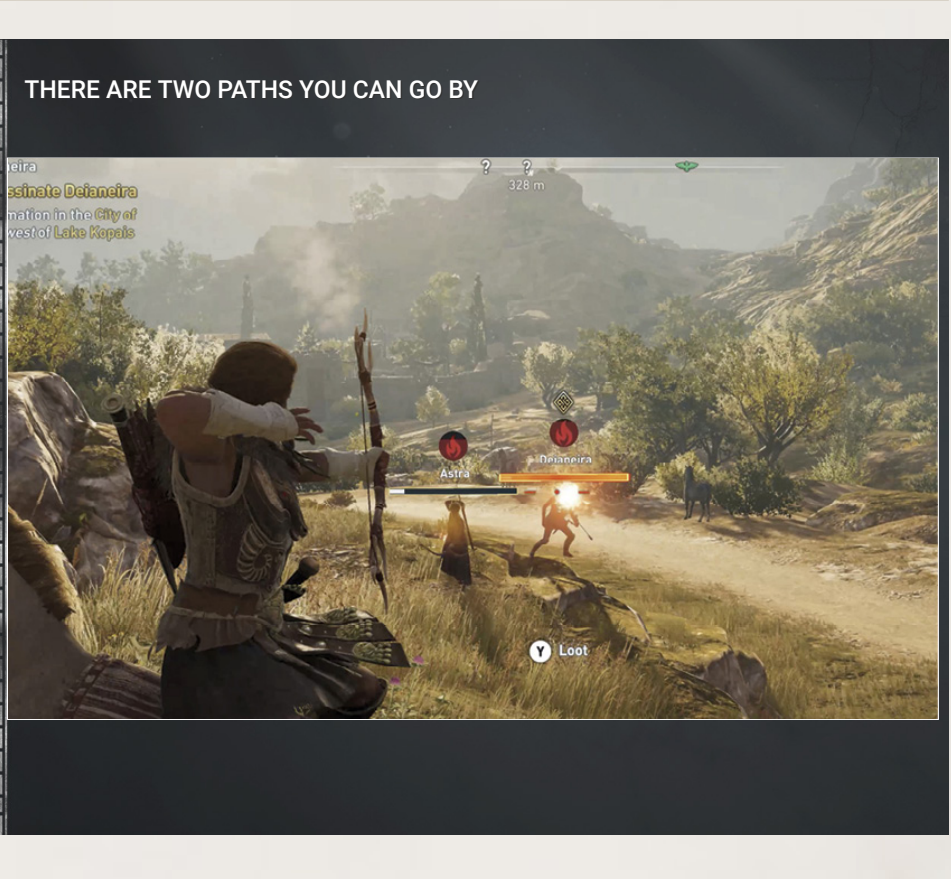
WEAKEN DEIANEIRA'S DEFENSE

Investigate the City of Orchomenos. Synchronize with the Temple of Apollo **(2)**. Talk to Timon **(3)** on the shore of the lake. This support quest is Sibling Revenge. Killing Astra at her training grounds and taking her necklace to give back to Timon **(3)** keeps Astra from supporting Deianeira in this quest (The Fall of Deianeira). This makes a warrior battle with her easier.

Sibling Revenge
Find and Kill Astra
Astra's Training Grounds
Astra
Show Location Objectives


TIMON
Thank you, mercenary. I made this for my brother when he was younger, so he would never be alone hunting or fighting.

THERE ARE TWO PATHS YOU CAN GO BY

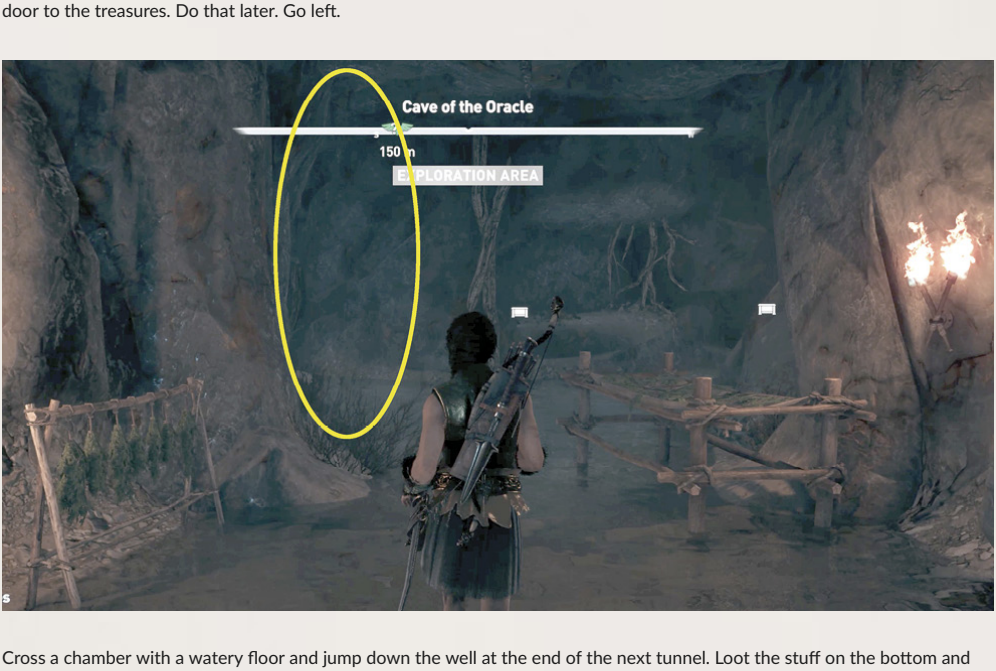


Before you enter the Cave of the Oracle **(7)** to find Deianeira's hideout (after learning this from Timon in Sibling Revenge), it's a good time to save Eppie **(6)** from the wolves and start his character quest A Life's Dedication, in which he escorts you directly where you're headed now—to the Cave of the Oracle. Once there, you can complete this quest and then deal with Eppie afterward.

Once inside the cave **(7)**, find the hole behind the altar that everyone is facing and praying to. Run and slide under to fully explore the cave.

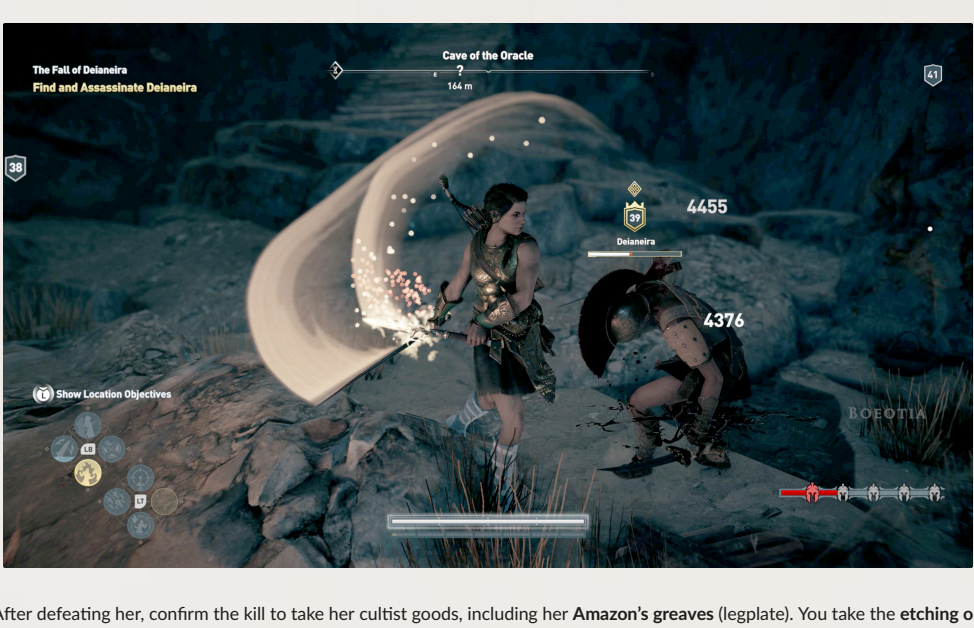
CAVE OF THE ORACLE EXPLORATION

If you scanned the ground area around the cave (using Ikaros) before you entered it, the three treasures for the location objectives will be tracking on your screen. This is good. Navigation in this cave is simple—when you reach the first fork just know that to the left is Deianeira and to the right is where all the loot is. You need the stele piece from Eppie to unlock the door to the treasures. Do that later. Go left.



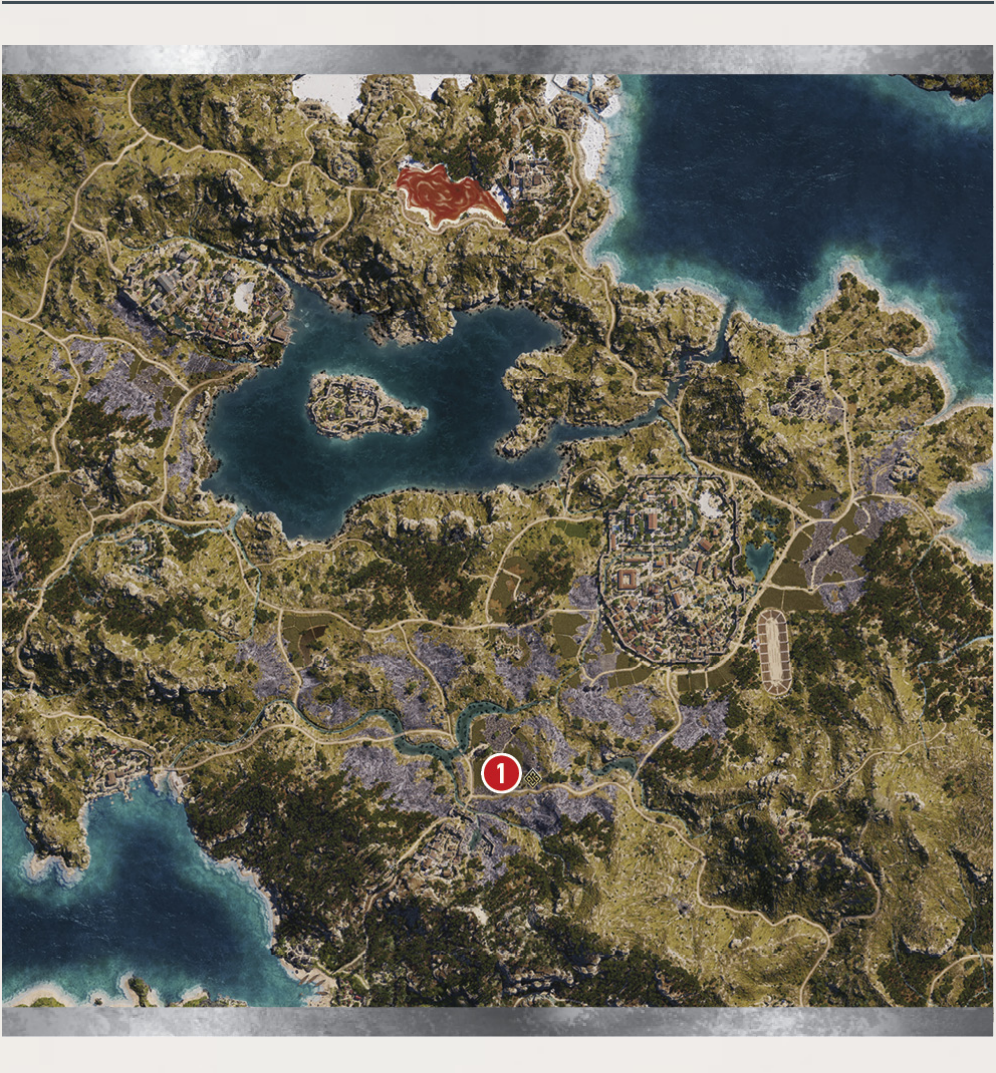
Cross a chamber with a watery floor and jump down the well at the end of the next tunnel. Loot the stuff on the bottom and pull up to continue through the tunnel. In the next cavern you find Deianeira sitting down alone next to a subterranean tree and a firepit. Her back is to you. Begin this fight (and possibly end it) with a stealthy assassination attempt.

The Fall of Deianeira
Find and Assassinate Deianeira
Cave of the Oracle
Show Location Objectives



After defeating her, confirm the kill to take her cultist goods, including her **Amazon's greaves** (legplate). You take the **etching on Deianeira's legplate** (cultist clue). If this is your last of the four targets to take out for Stentor, return to him now to complete the quest *The Conqueror.*

The Conqueror (Part II)



RECOMMENDED LEVEL: 38

PREREQUISITE: Complete *A Herculean Task, The Fall of Deianeira, The Last Fight of Aristaios, The Last Hunt of Nesaia*

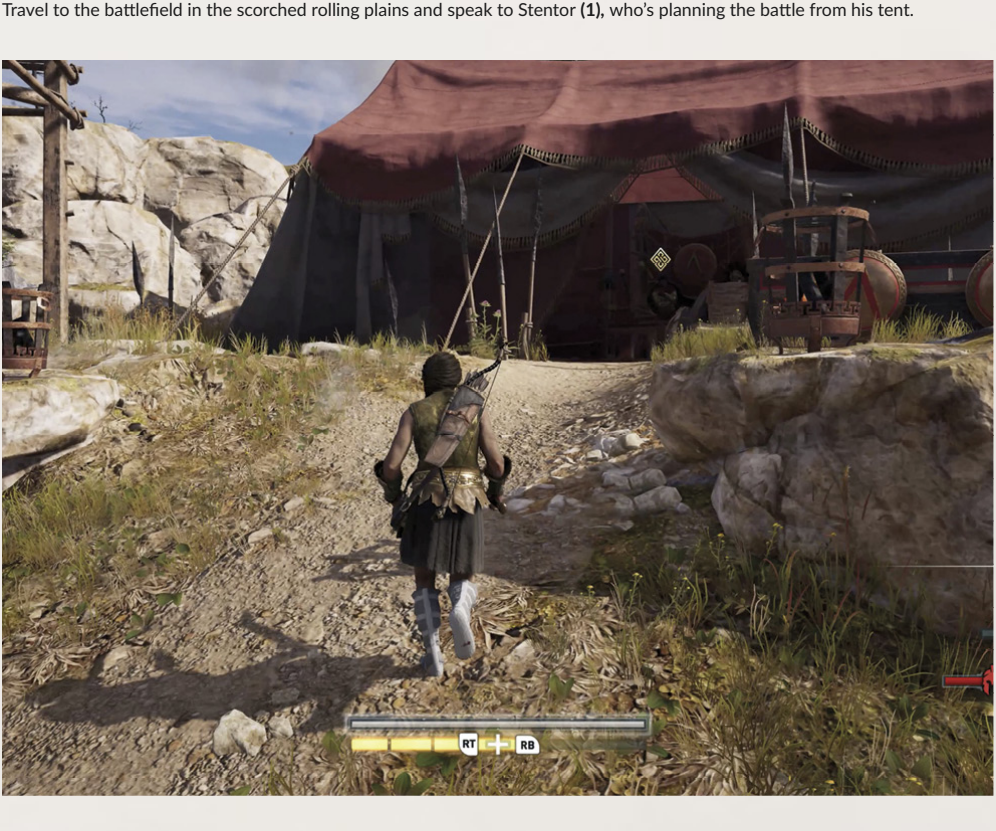
UNLOCKS: Completing the quest lines *The Olympian, Paint It Red,* and *The Cult and the Archon* unlocks *A Bloody Feast.*

STORY: With the king's edict in one hand and your spear in the other, you are tasked with conquering Boeotia for Sparta, making sure the Athenians don't get there first.

Return to Stentor

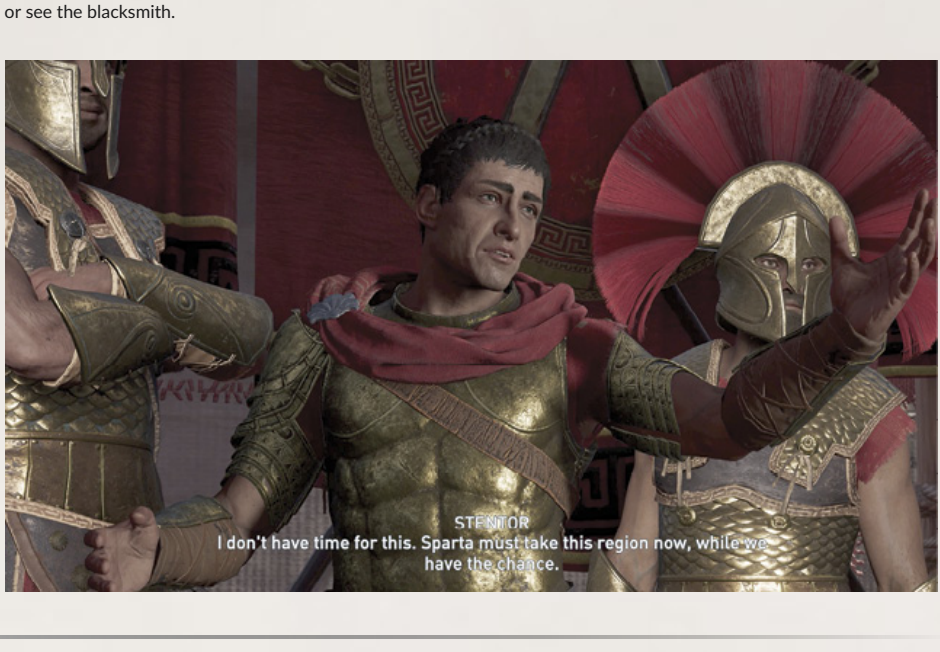
BOEOTIA: THE SCORCHED ROLLING PLAINS

Travel to the battlefield in the scorched rolling plains and speak to Stentor **(1)**, who's planning the battle from his tent.



Conversation with Stentor

Stentor is surprised to see you returning from what he believed to be an impossible task. He thinks the gods are punishing him with you. You tell him the champions have been dealt with. You can say (without story-branching risks) either **"No, the gods are helping you"** or **"There's nothing godly about this."** Athens is weakened. "Sparta must take this region now," Stentor says. Reply **"Let's go to war"** if you're ready to battle or **"Not just yet"** if you'd like to level up more or see the blacksmith.

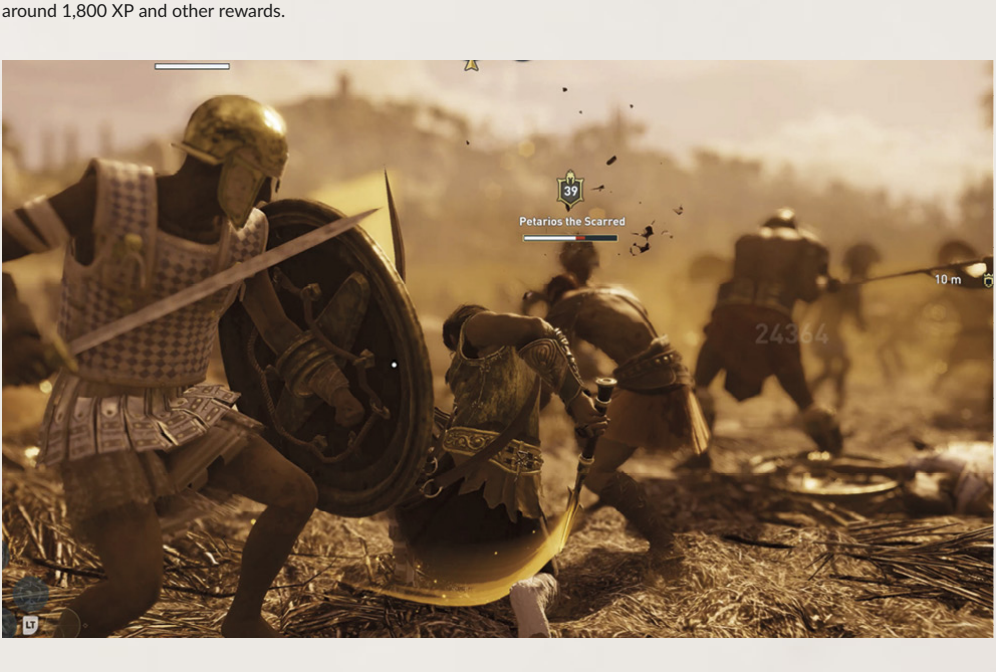

STENTOR
I don't have time for this. Sparta must take this region now, while we have the chance.

Kill the Enemy Captain

The battle between Sparta and Athens to hold Boeotia begins. Single out high-ranking targets to drain the blue health bar at the top of the screen. Shield Breaker and Hero Strike are great abilities to use in large battles like this. Don't forget you can always go to the bows between skirmishes.

Kill the Enemy Hero

The enemy hero is a mercenary, Petarios the Scarred. Be prepared; he is the biggest challenge in this battle. The fight is a balance between avoiding his fire bomb attacks and fending off lower-rank Athenians with shields. Every chance you get, remove the shield of a nearby enemy who will not go away. All the while keep fighting to raise adrenaline and releasing the big abilities on the enemy hero. After the mercenary's demise, continue killing captains until the war ends in your favor. You get around 1,800 XP and other rewards.



Conversation with Stentor

Stentor is happy with the victory. Since you are trying to patch things up with him in this storyline, you can choose not to antagonize him. You can respond **"Thanks to you"** and really make him feel good or **"You're lucky I was here."** And this is where you take your little secret too far. He now digs at you for the murder of his father, Nikolaos. The argument flares up to the point that Stentor wants to fight you to the death.

To defuse the situation you can ask him a few light questions—**"Why do you want to fight"** and **"What do you gain from this"**—to give him pause. Select **"Neither of us has to die"** to try to explain to him that Nikolaos did not die.

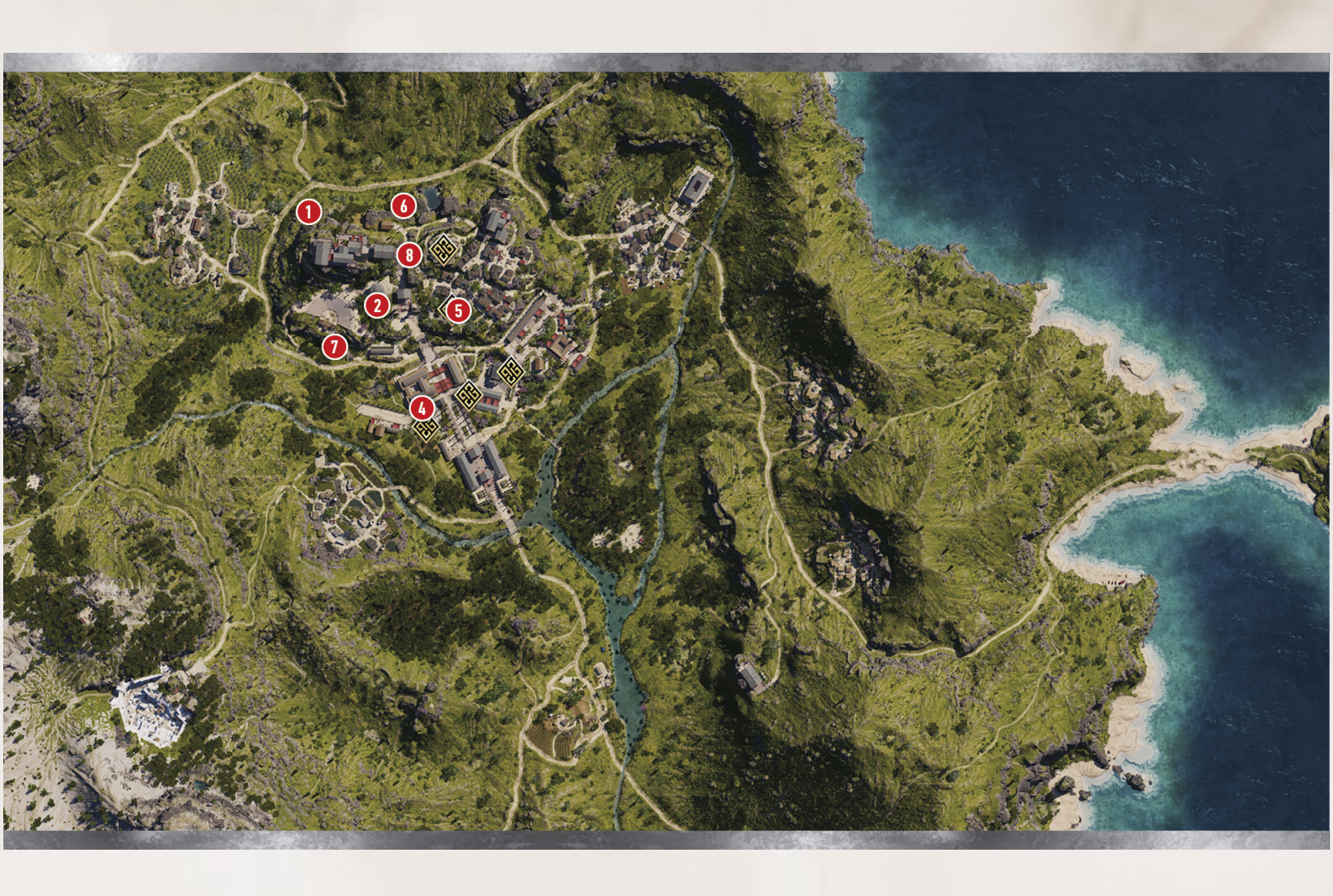
Just before you guys fight, Nikolaos walks up and defuses the situation. Stentor can't believe his eyes. Still not clear on how Nikolaos is standing there, he attacks you verbally one more time. You can respond **"I did nothing"** or **"I've paid plenty."** Your choice. Nikolaos and Stentor have a bonding moment and you reveal that you found your mother ruling Naxos. He wishes you well and leaves.

This conversation ends the quest line. You can return to talk to the kings of Sparta in the quest line The Cultist King in the quest A Bloody Feast.

LAKONIA AND MESSENIA

THE CULTIST KING

A Bloody Feast



RECOMMENDED LEVEL: 39

PREREQUISITE: *The Conqueror*

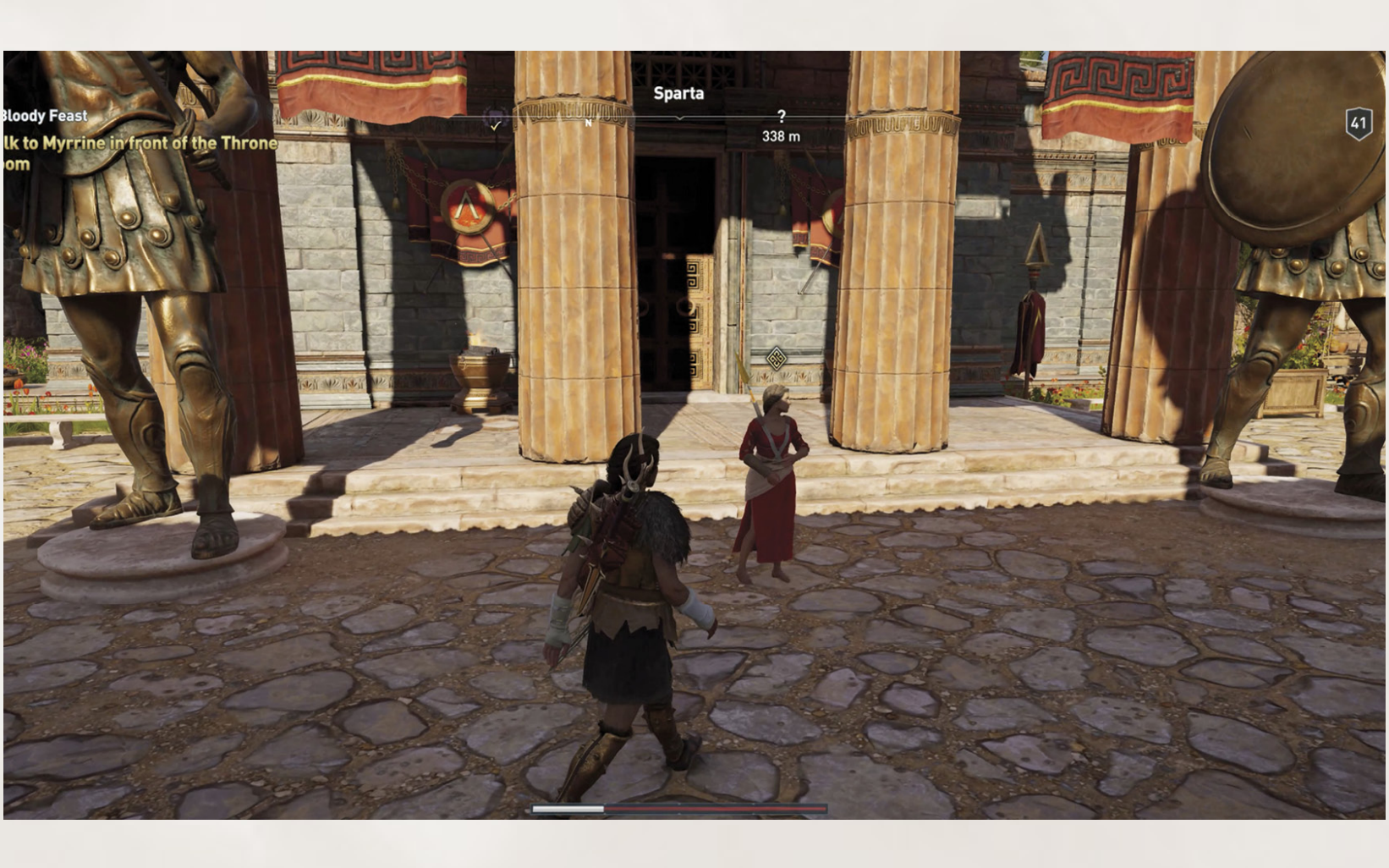
UNLOCKS: *The Battle of Pylos*

STORY: With an Olympic victory for Sparta and the Athenians dealt with in Boeotia, you meet with the two kings. You change Sparta forever when you accuse one of them of being a Cult of Kosmos member.

Talk to Myrrine in Front of the Throne Room

LAKONIA: SPARTA

Use the Temple of Athena Chalkioikos **(1)** to fast-travel to Sparta. Head southeast in Sparta to the kings' chambers **(2)**. Instead of meeting Brasidas in front of the chambers, now you find Myrrine waiting for you. Talk to her.



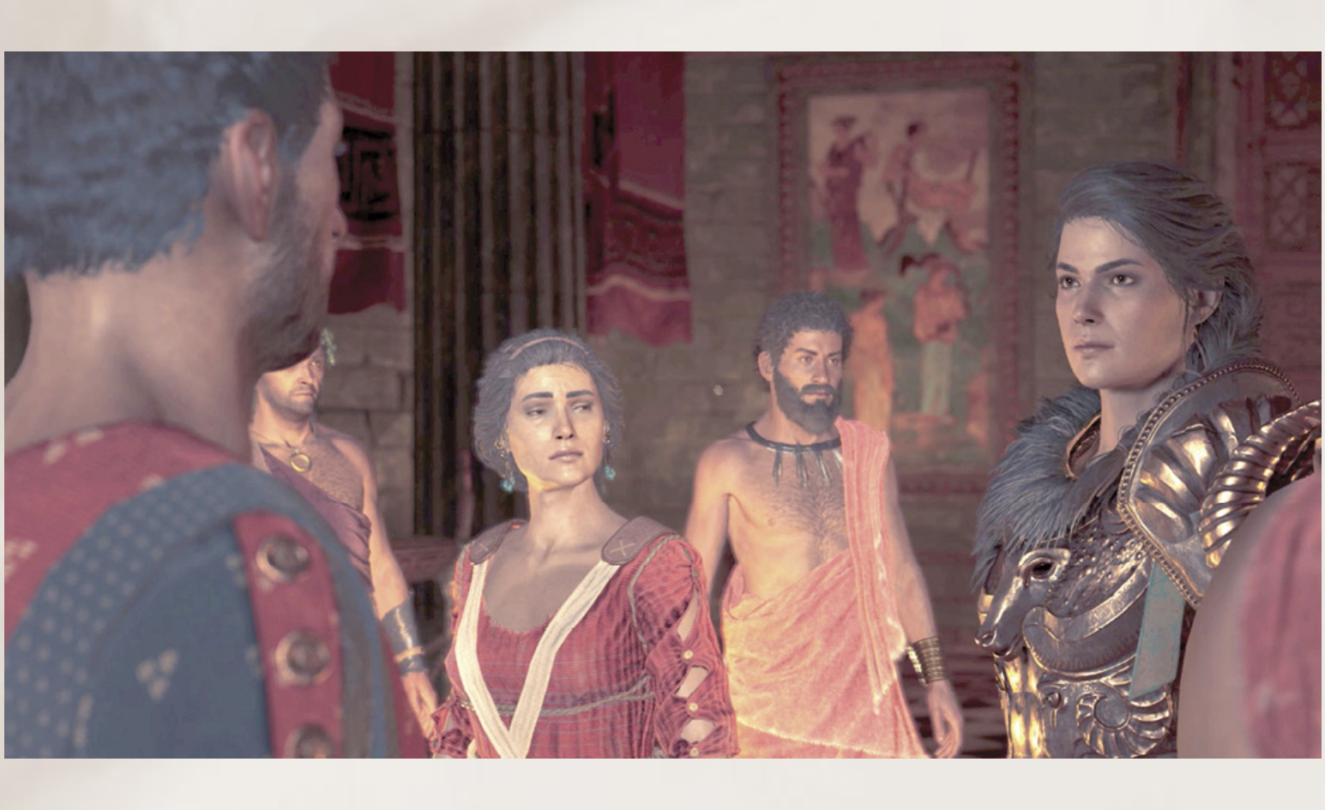
Conversation with Myrrine

Myrrine asks you if you are ready to go in and confront the kings to get your land back. She asks if you have enough proof to accuse him. Even if Lagos didn't give you proof (if he lived) you'll be okay. We got your back. Answer **"Of course I have enough proof"** instead of **"I should look for more proof."** She says she'll gather the ephors and meet you inside. You can ask **"Who are the ephors"** and **"See you there"** to go in. The ephors are the jury.

Are you ready to take back our family's land?

Conversation with Kings Archidamos and Pausanias

First the kings want to hear how you finished their favors. You can say **"Sparta has an Olympic victory"** or **"Boeotia is under control,"** and either selection will reveal both truths. With so much good news they ask why you assembled the ephors. One ephor says they're there because they were told serious charges would be brought. Pausanias asks, "Against whom?" Now you can accuse him or Archidamos by selecting **"Agianst Pausanias"** or **"Against Archidamos."** Pausanias is the puppet king. The rest of the conversation goes according to if you have the proof or not.



CONVERSATION IF YOU HAVE PROOF FROM LAGOS

You have physical proof if you were able to save Lagos's life. You reveal that Pausanias blackmailed Lagos and that he held the Archon's family hostage in exchange for helping the cult. Pausanias does not contest the story, and the ephors exile him from Sparta. King Archidamos gives you citizenship and your home back. You meet Myrrine outside and she tells you to go deal with Pausanias and then to meet her at home.

CONVERSATION IF YOU HAVE NO PROOF

You never received physical proof because you killed Lagos. The ephors declare your evidence no proof at all. The kings curse your name, and as Pausanias passes by you, he whispers in your ear a confession, "Too bad you don't have a mask or a black cloak to save you this time"—proving he was in the cult meeting with you earlier in Delphi. You are dragged out of the building, but outside you tell your mother what you learned and have to go after Pausanias just the same as in the other scenario. He's a cultist. He must die.

Find and Assassinate Pausanias

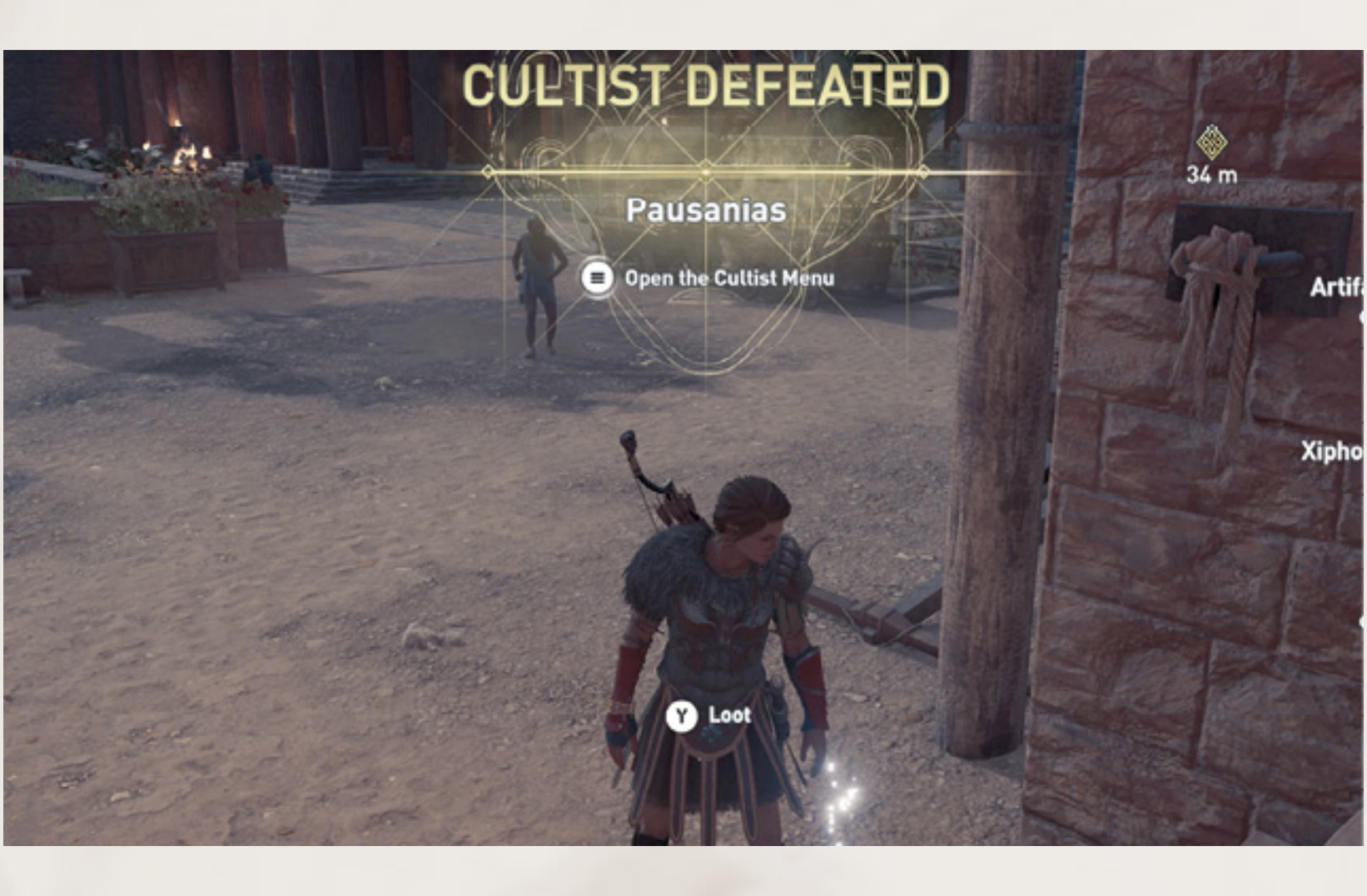
THE VERSION IF YOU HAD EVIDENCE FROM LAGOS

If you had evidence from Lagos that Pausanias was guilty then he'll be alone on the road **(3)** in the Village of Gytheionwith no protection. Although a warrior battle right there could attract Spartan attention as well as mercenary attention, all in all it's an easy kill on the streets.

Find and Assassinate Pausanias

THE VERSION IF YOU DID NOT HAVE EVIDENCE

If you did not have evidence from Lagos that Pausanias was guilty then you'll find Pausanias walking on the street **(5)** on his way to the Leader House **(6)** in northern Sparta. You've been pushed out of town, so you start **(4)** farther south than the kings' chambers. Mount Phobos and immediately make your way after Pausanias. You can catch him near some city stairs **(5)**, which is a good place to assassinate him without a lot of witnesses (you don't need more Spartans or mercenaries joining the fight).



If you do not catch him before he reaches the Leader House, then you can find him just outside the house, standing near the Spartan warrior statue **(6)**. You can clear the house and save him for last or just take out witnesses first and then fight Pausanias. Or fight everyone at once. Once he's dead, confirm the kill and collect the cultist goods, including a cultist clue **(ghost's whisper to Pausanias)** and his sword, the **Xiphos of Dionysos.**

ate Pausanias
39
39
39

Most importantly, you receive **cultist proof** (quest item). Next, you need to see King Archidamos again, this time with real proof.

RETURN TO ARCHIDAMOS

Return to the king **(2)** and speak with him once again.

Conversation with King Archidamos

You apologize for not having proof earlier, but now you do, and the king asks if you are sure and if Pausanias is okay. You can say either **"I killed him"** or **"He's gone."** Either way the truth comes out. You show him the proof you got from Pausanias's body and explain the cult to the king. He returns your home and gives you citizenship.

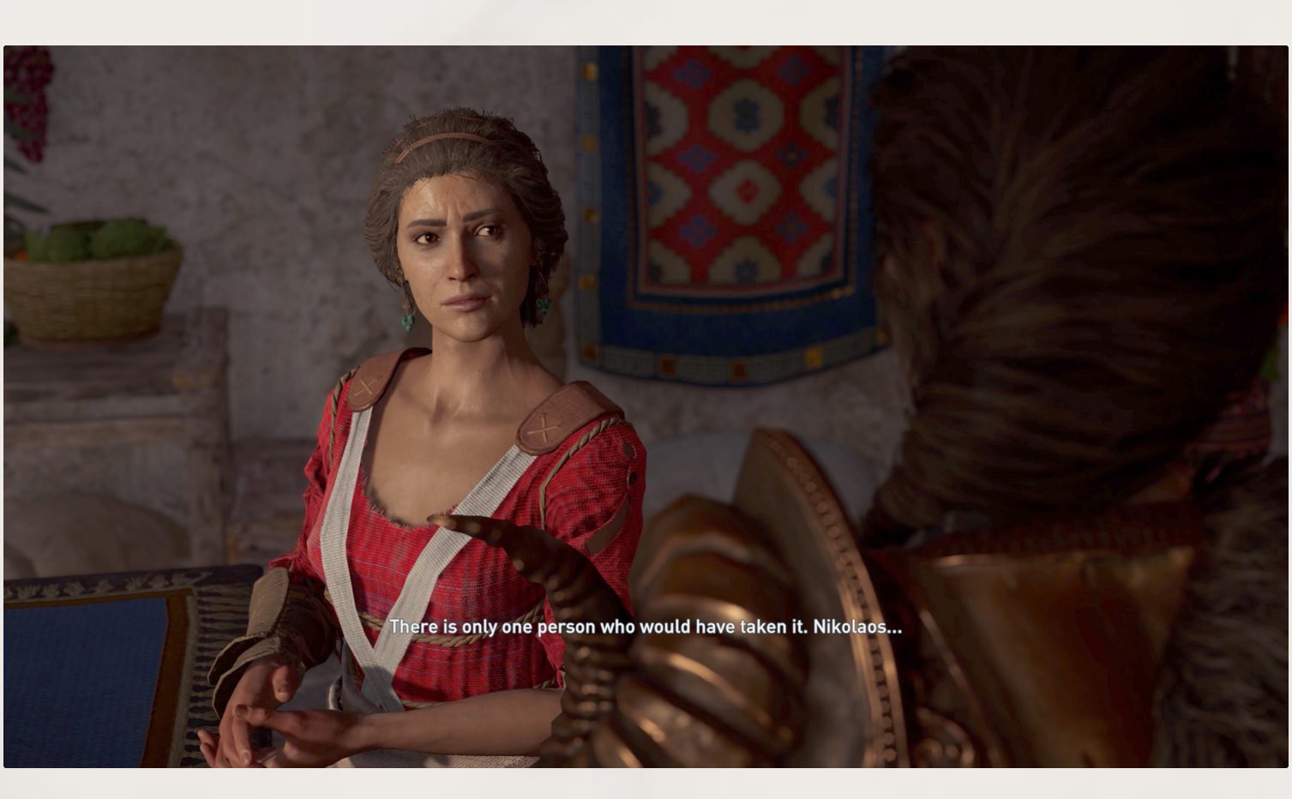
RETURN TO MYRRINE AT LEONIDAS'S TOMB OR AT HOME

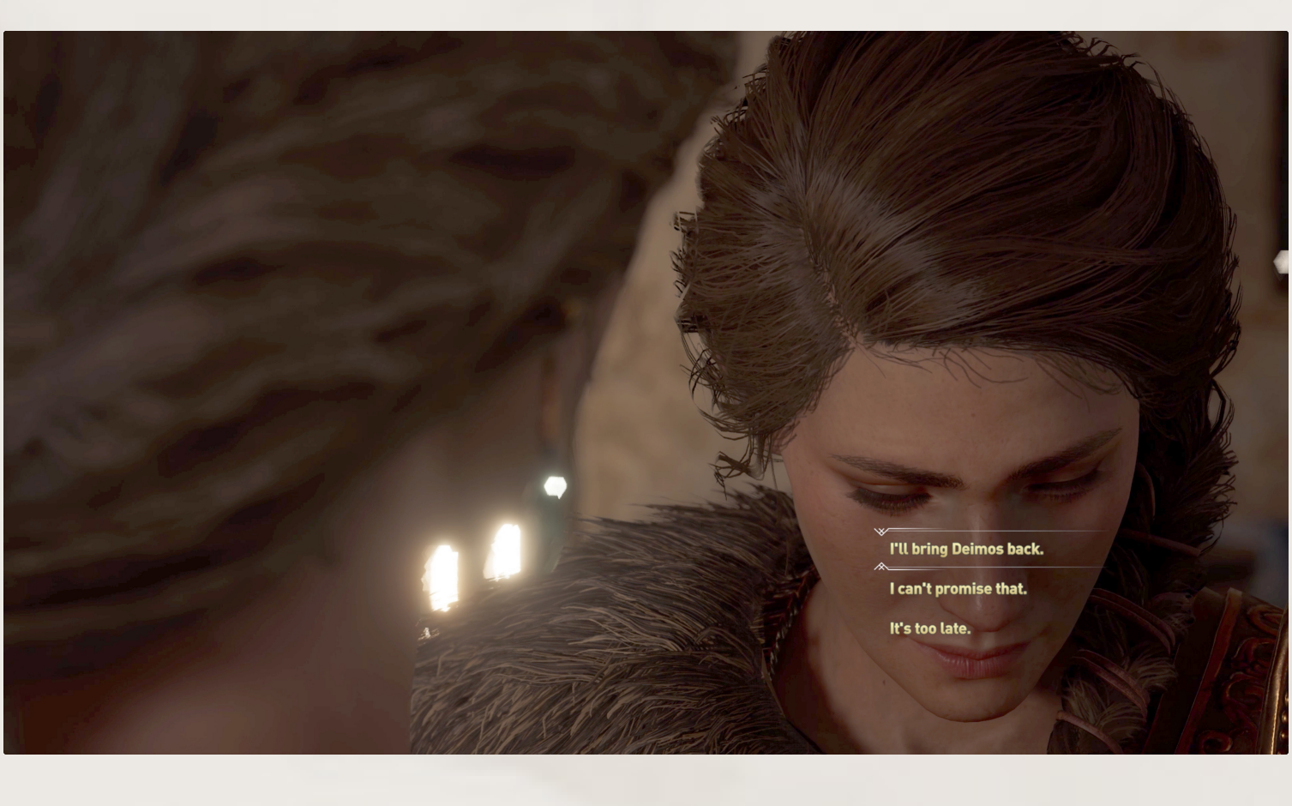
Depending on what storyline you are on, you will meet Myrrine either at the Tomb of Leonidas or at the home that is now yours again. Since in our timeline we have already let your mother receive visions from touching your broken spear of Leonidas at the tomb **(7)**, you'll go to home **(8)**. If you do go to the tomb first, you'll still end up at home for the next conversation.

Conversation with Myrrine and Brasidas

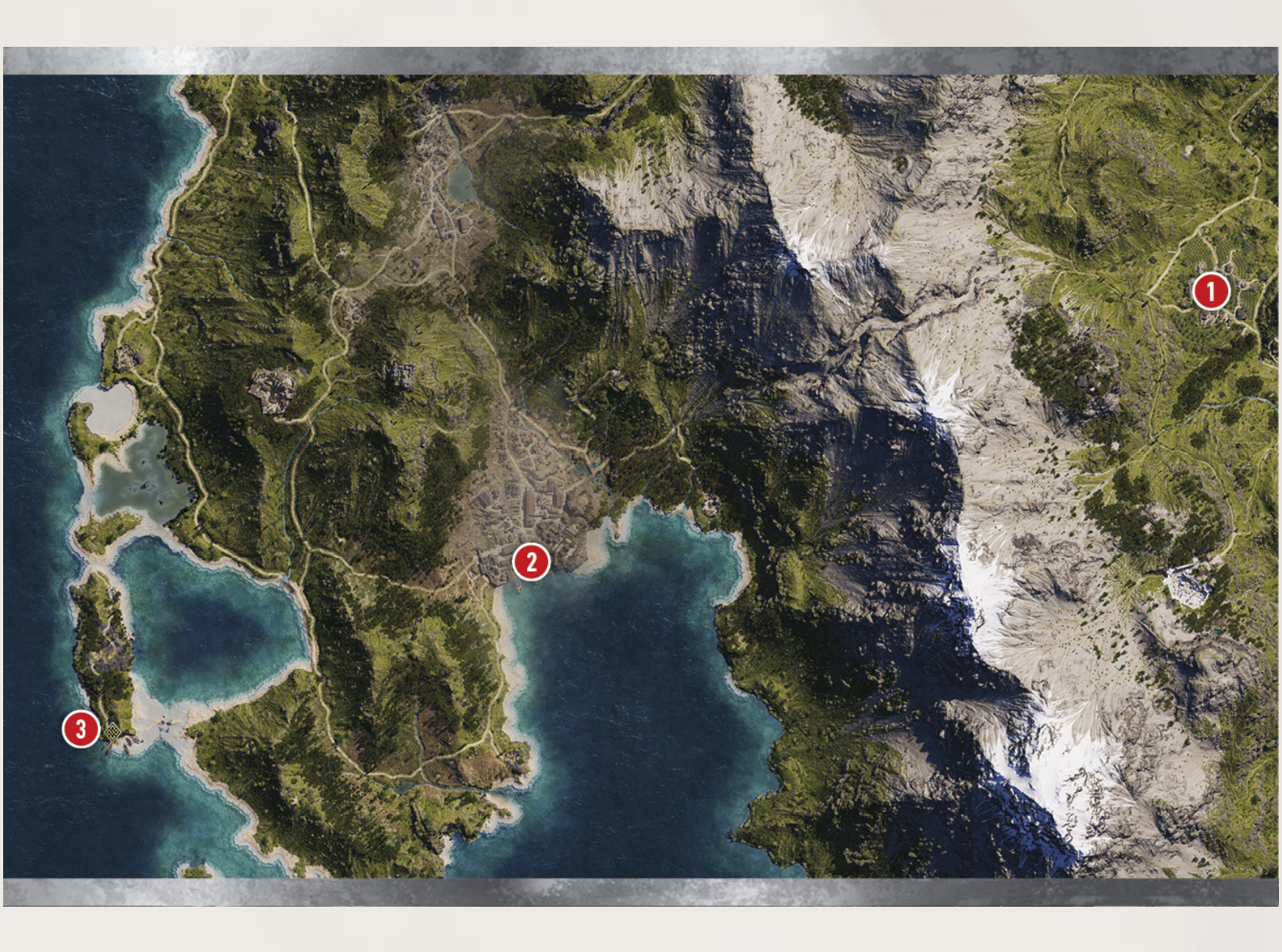
Myrrine notices that the rabbit skull from your first hunt is gone, and you both assume Nikolaos took it after seeing you again. You can respond **"He still cares..."** or **"Anyone could have taken it."** Brasidas walks in and says he's headed to Pylos and wants your help. You can respond **"I'm happy to help,"** or **"I'm too busy in Sparta."** Tell him you will help. The Athenians are pushing back, and Deimos is there too.

This is a story-changing conversation. Your mother asks you to bring Deimos back. You can answer **"I'll bring Deimos back," "I can't promise that,"** or **"It's too late."** We suggest selecting the first answer. If you've been following this guide, then you'll have done all you can to make this reunion happen. If you failed by killing Nikolaos or if you mess up a future conversation with Deimos then selecting anything else could end up in a disaster for the family-first storyline. The Battle of Pylos unlocks when this conversation ends.


There is only one person who would have taken it. Nikolaos...



The Battle of Pylos



RECOMMENDED LEVEL: 41

PREREQUISITE: *A Bloody Feast*

UNLOCKS: *Uprising* quest line and *Doing Time* quest

STORY: With Spartan soldiers cornered at Pylos, Brasidas asks you to join forces with Sparta to help turn the tide of battle. It is also rumored that Deimos will be fighting for the Athenians.

Talk to the Spartan Officer on the Beach

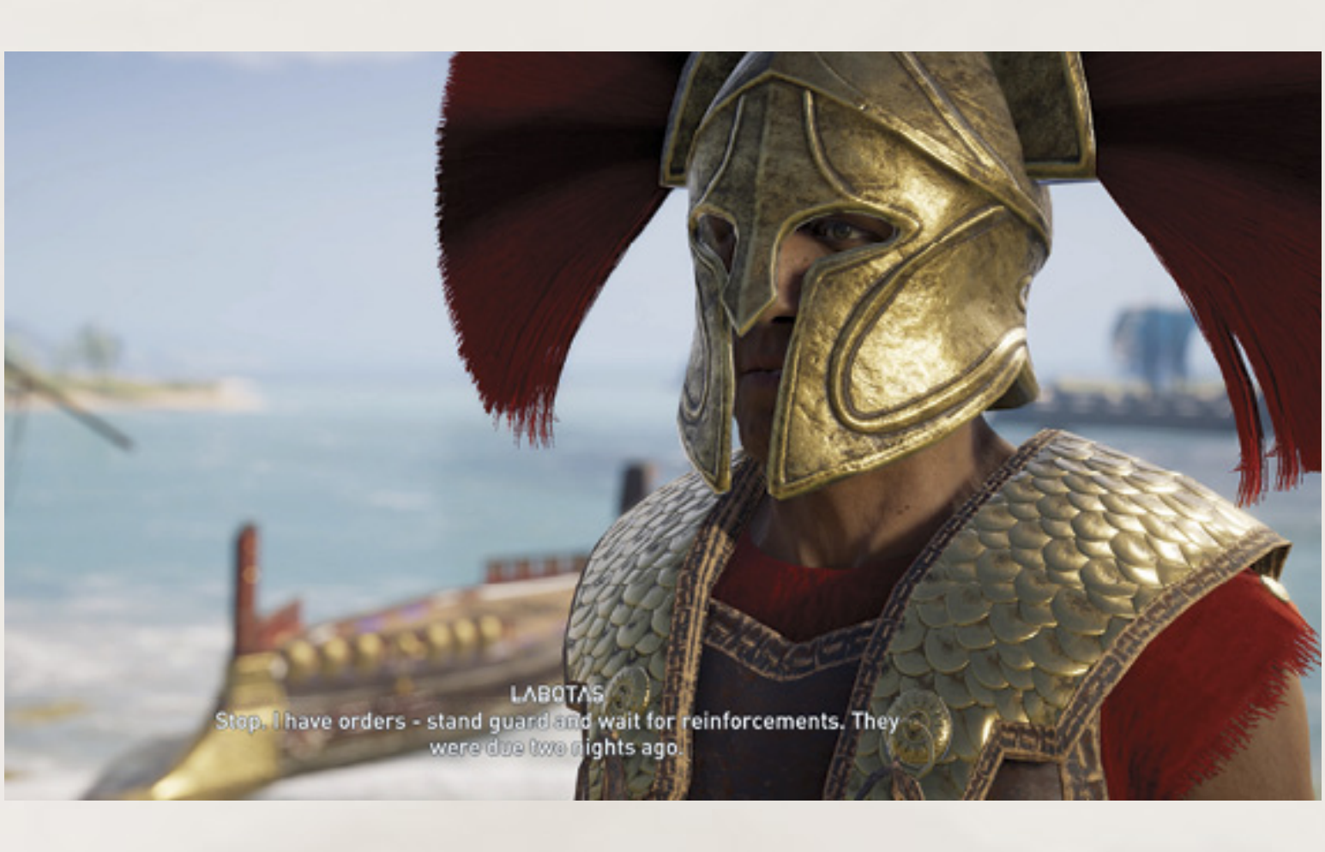
MESSENIA: BAY OF HADES

Ride Phobos out of Sparta heading west through Pitana **(1)**. Pick up the side quest Training Days while there to help earn more XP. Also explore the war-torn town of Aipeia in the Valley of Aristomenes on your way to the Bay of Hades. Synchronize with Aipea Port **(2)** and accept the message board side quests.

Get to the Spartan war front camp **(3)** near the south shores of the island on the west side of the Bay of Hades. Speak to the officer.

Conversation with Spartan Officer

The Spartan officer has a very low first impression of you when you ask to see Brasidas. He asks you why you want to see him and you can respond either **"None of your business"** or **"He's a friend."** He tells you to stop, that he has orders to wait for reinforcements. You can respond either **"I am your reinforcements"** or **"They're not coming."** He escorts you to the battle near Brasidas.


LABOTAS
Stop... have orders - stand guard and wait for reinforcements. They were due two nights ago

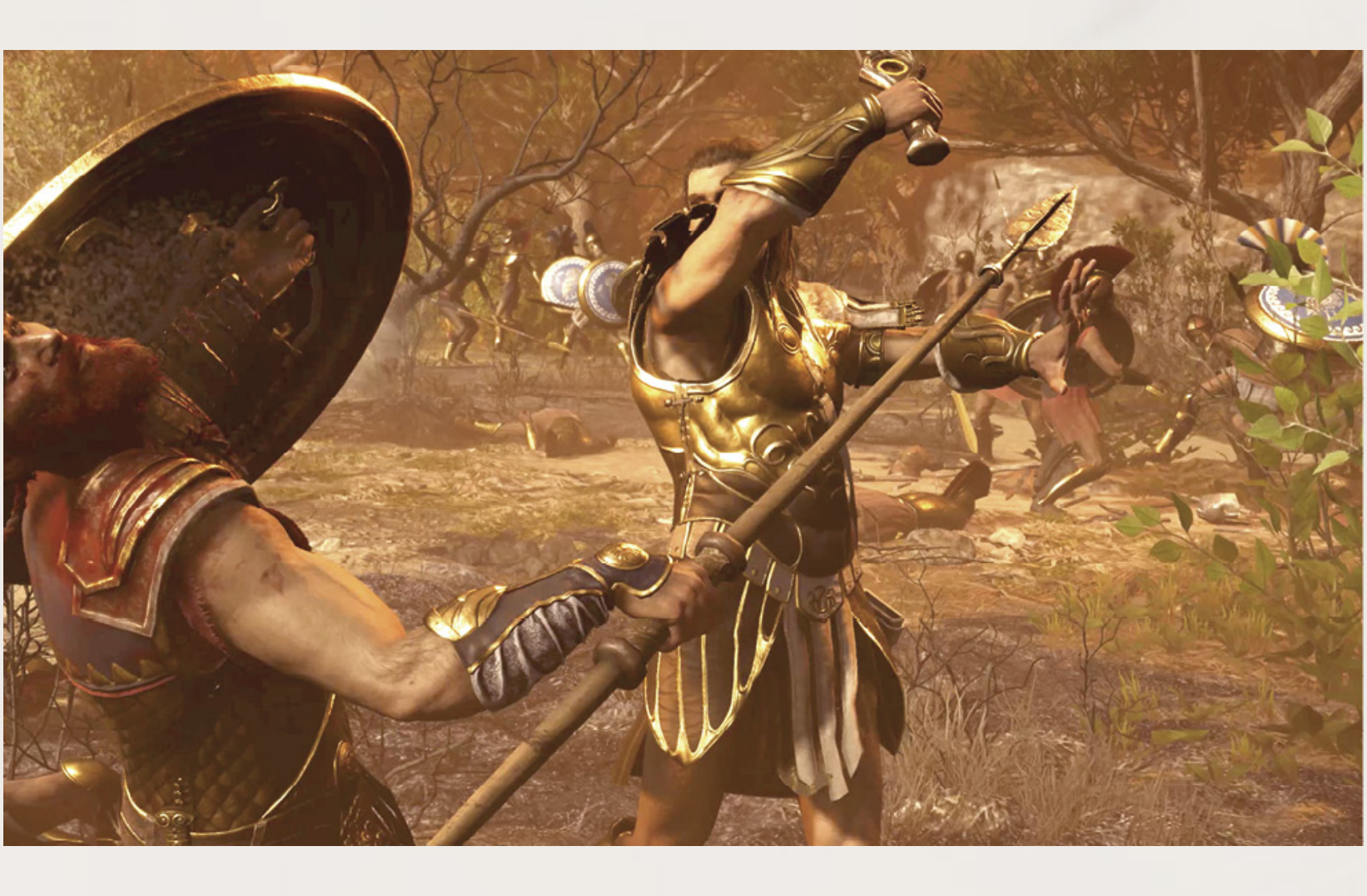
Kill the Enemy Captain

You enter a smoky and bloody battle like you've not witnessed yet. But the battle system is the same. Kill captains when you can spot them to quickly lower the Athenian (blue) health bar at the top of the screen.

Use your strongest weapon, along with Shield

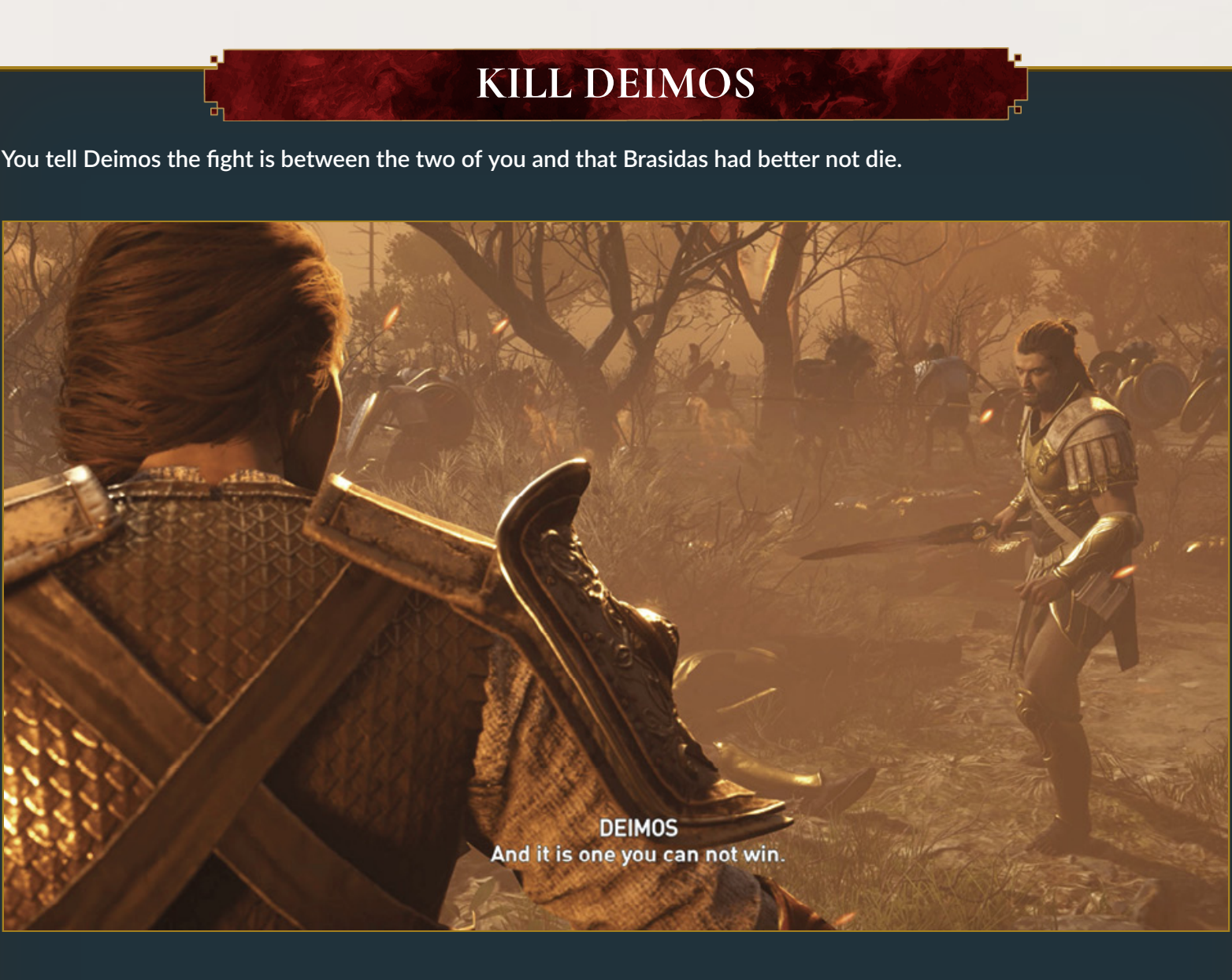
Breaker and Hero Strike, to mow through the Athenians. You find Brasidas in the battle after taking out a couple captains.

As soon as you find Brasidas you also spot Deimos coming toward the two of you through the mayhem. Deimos wounds Brasidas, which makes you very angry.



KILL DEIMOS

You tell Deimos the fight is between the two of you and that Brasidas had better not die.

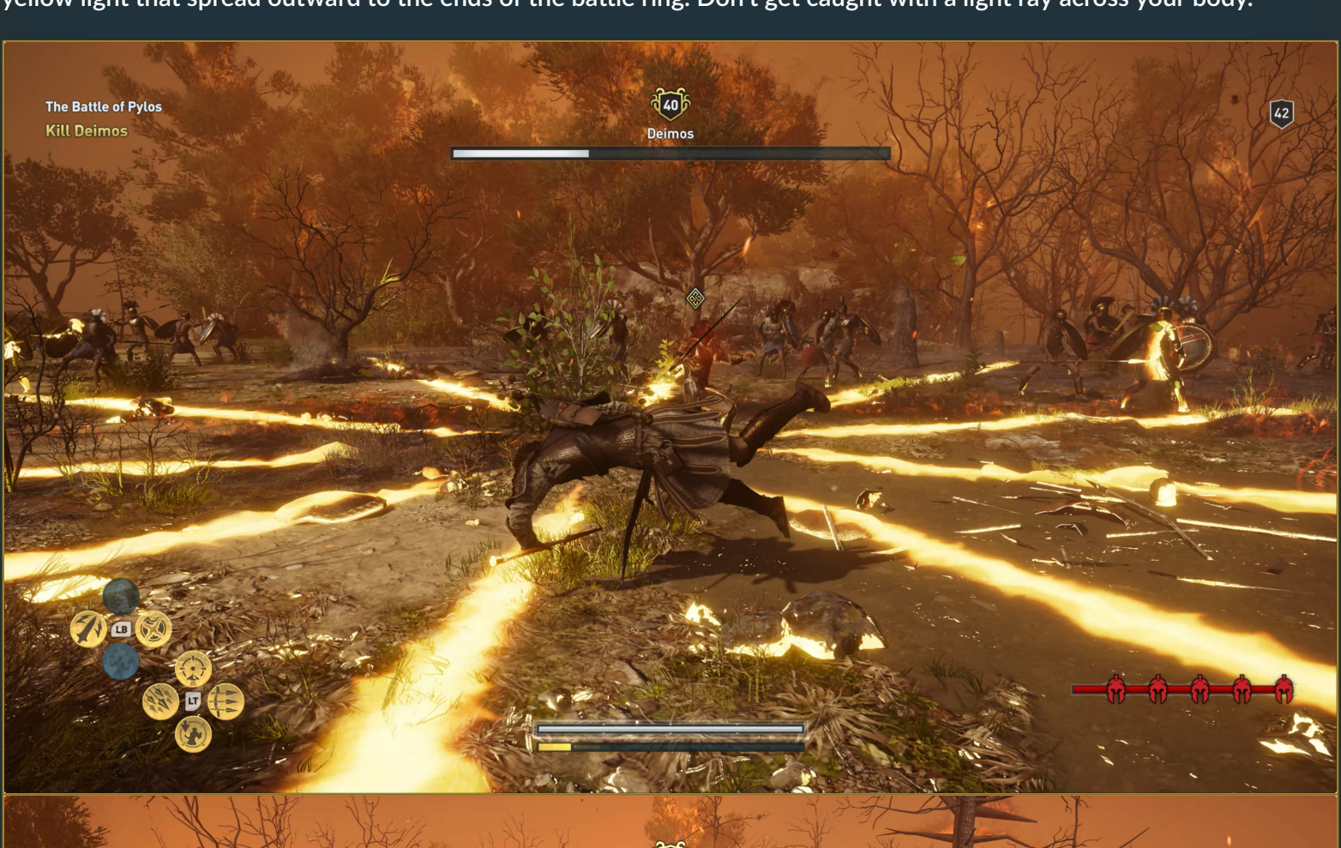


Deimos's health bar is at the top of the screen during the battle. Stay within the ring of fire to battle Deimos. You must approach this like any other fight, but be aware—Deimos has abilities no other enemies possess. Whenever you see a radius of red around you or Deimos, roll out of the red zone to avoid damage. When Deimos takes a knee to recover, attack during this vulnerable moment.

Deimos
48 m
KASSANDRA
I don't want to kill you, Alexios. But I *will* stop you.

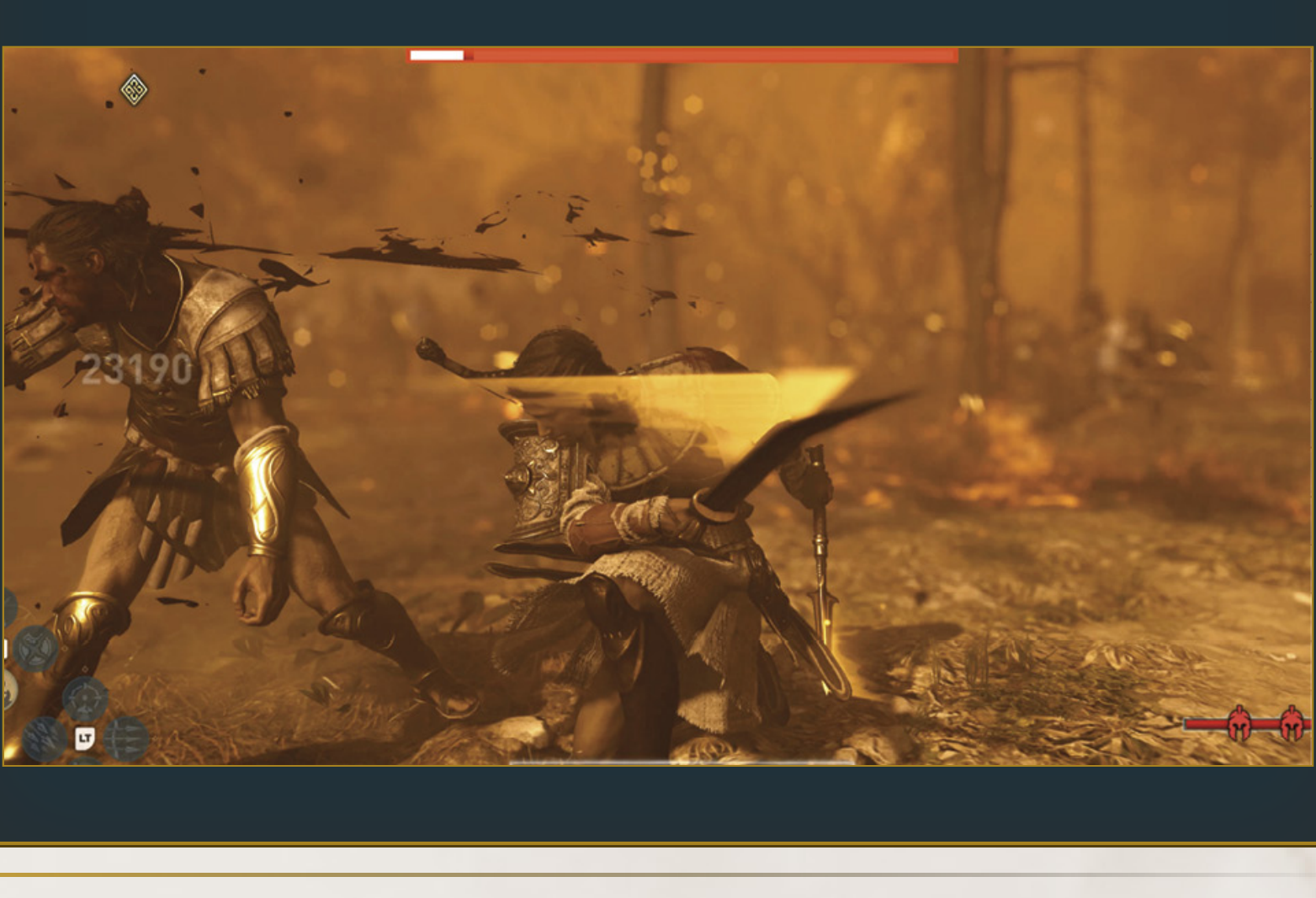
If you miss a blocking opportunity, watch out for Deimos's piercing stab, lift, and throw move. This is devastating. Make sure to block, and roll away from attacks you don't think you can block.

Roll into a clear area between light beams when Deimos uses the special ability that produces long-reaching bursts of yellow light that spread outward to the ends of the battle ring. Don't get caught with a light ray across your body.



The Battle of Pylos
Kill Deimos
40
Deimos
42

Defeat Deimos by building up adrenaline and striking with your strongest abilities, as you would against any other high-level enemy. Drain Deimos's health to complete the objective.



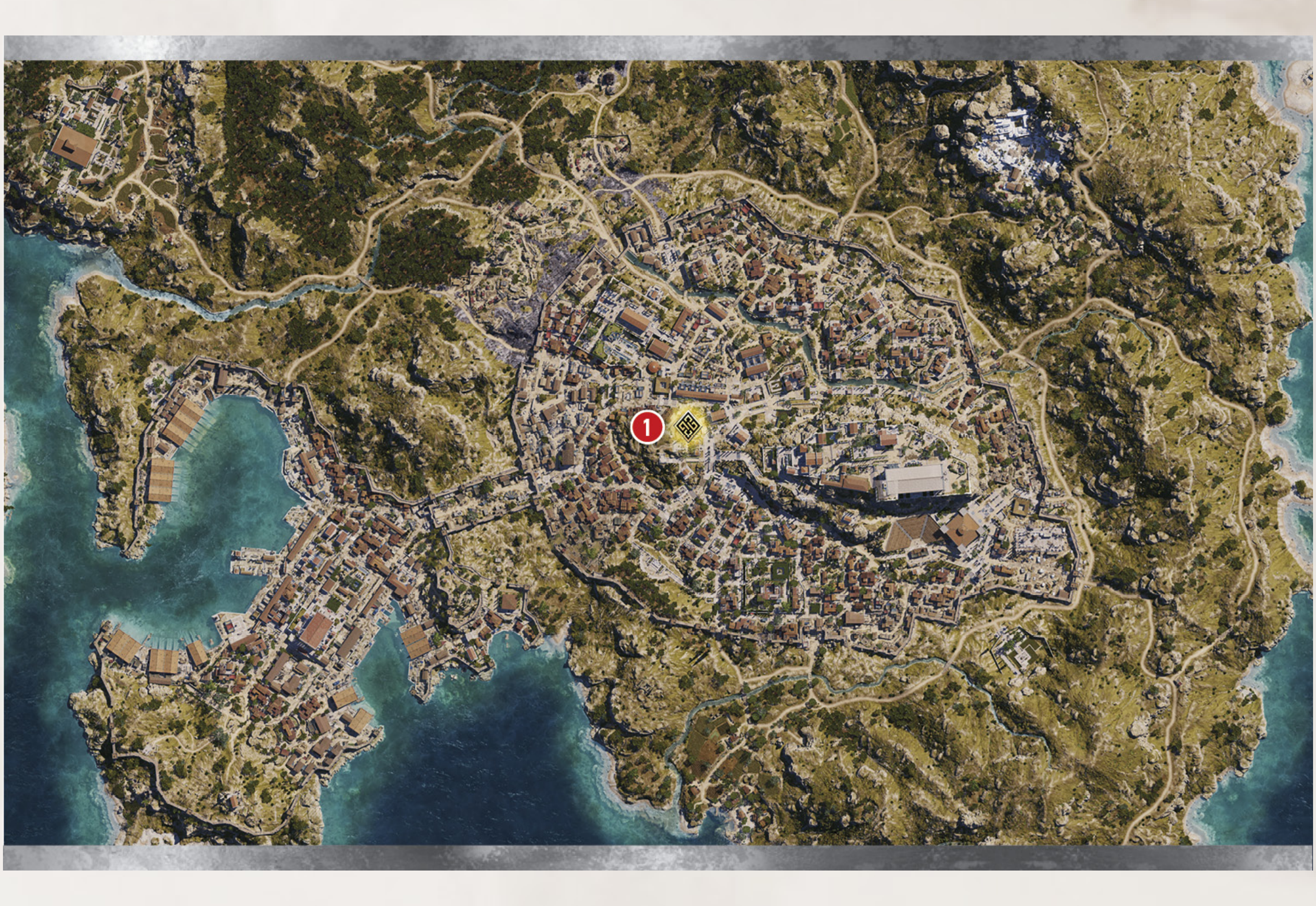
Conversation with Deimos

When you drain Deimos's health, you both break away and start talking. You tell Deimos that you found Myrrine. Deimos comes at you for a final strike and gets clobbered by a falling burning tree. In order for the family-first storyline to work, you must choose **"Hold on!"** No matter your choice, however, a tree lands on you and you are knocked unconscious. This concludes the quest, and the story picks up again in the next quest, *Doing Time*.

ATTIKA

UPRISING

DOING TIME



RECOMMENDED LEVEL: 40

PREREQUISITE: Complete *The Battle of Pylos*

UNLOCKS: *The Resistance*

STORY: **After the confrontation at Pylos with Deimos, you were imprisoned in an Athenian jail. However, before even attempting to escape, you have some important things to say to your captors.**

TALK TO DEIMOS

ATTIKA: GREATER ATHENS

PIVOTAL CONVERSATION

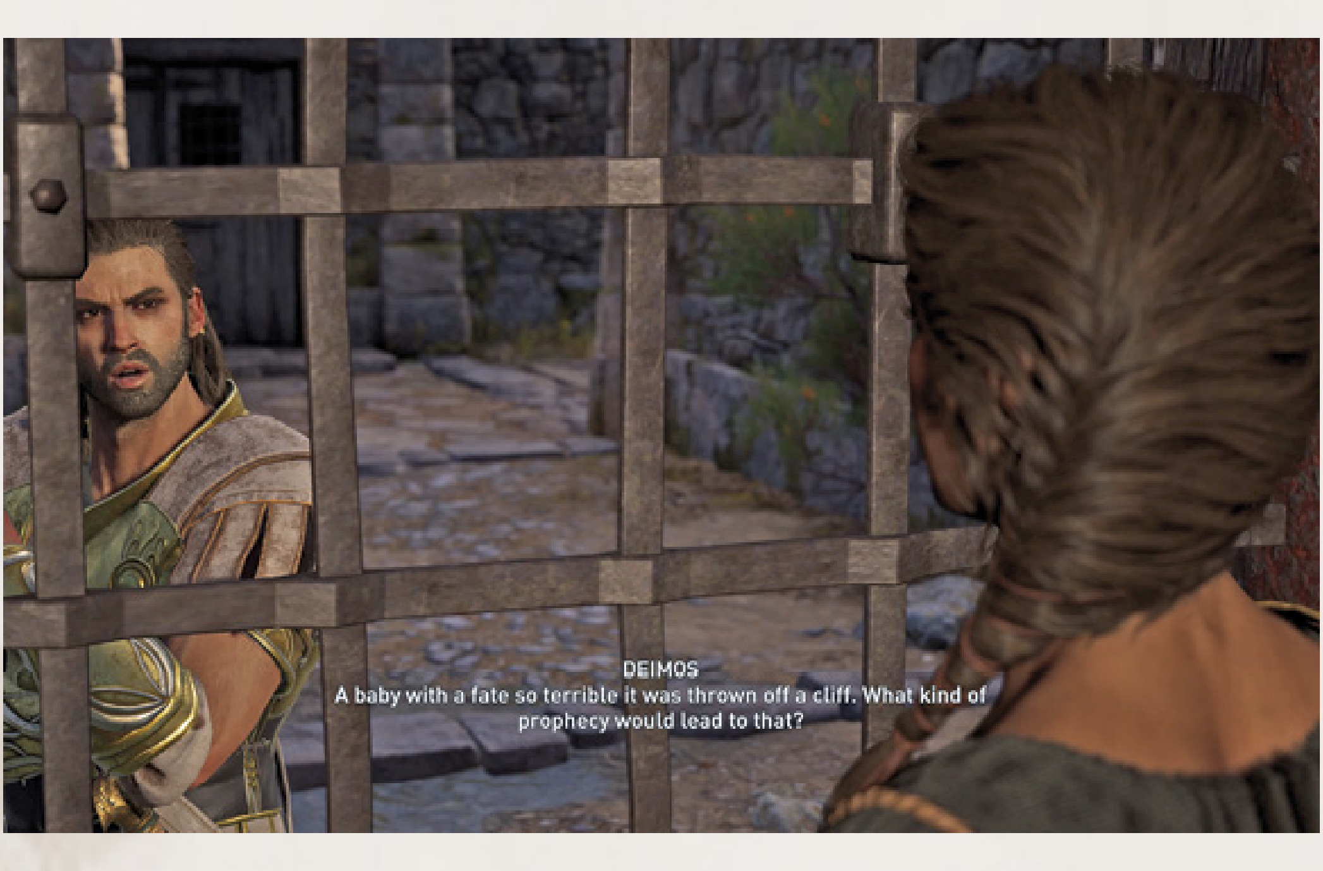
This conversation with Deimos during *Doing Time*is a crucial one, with each selection just as important as the next in attempts to get Deimos to leave the cult at the end of the game. You need to select very specific answers in order to reach the happy family reunion ending. After this conversation, there is a small indication of whether or not you're still on the right track for the happy ending.

Conversation with Deimos

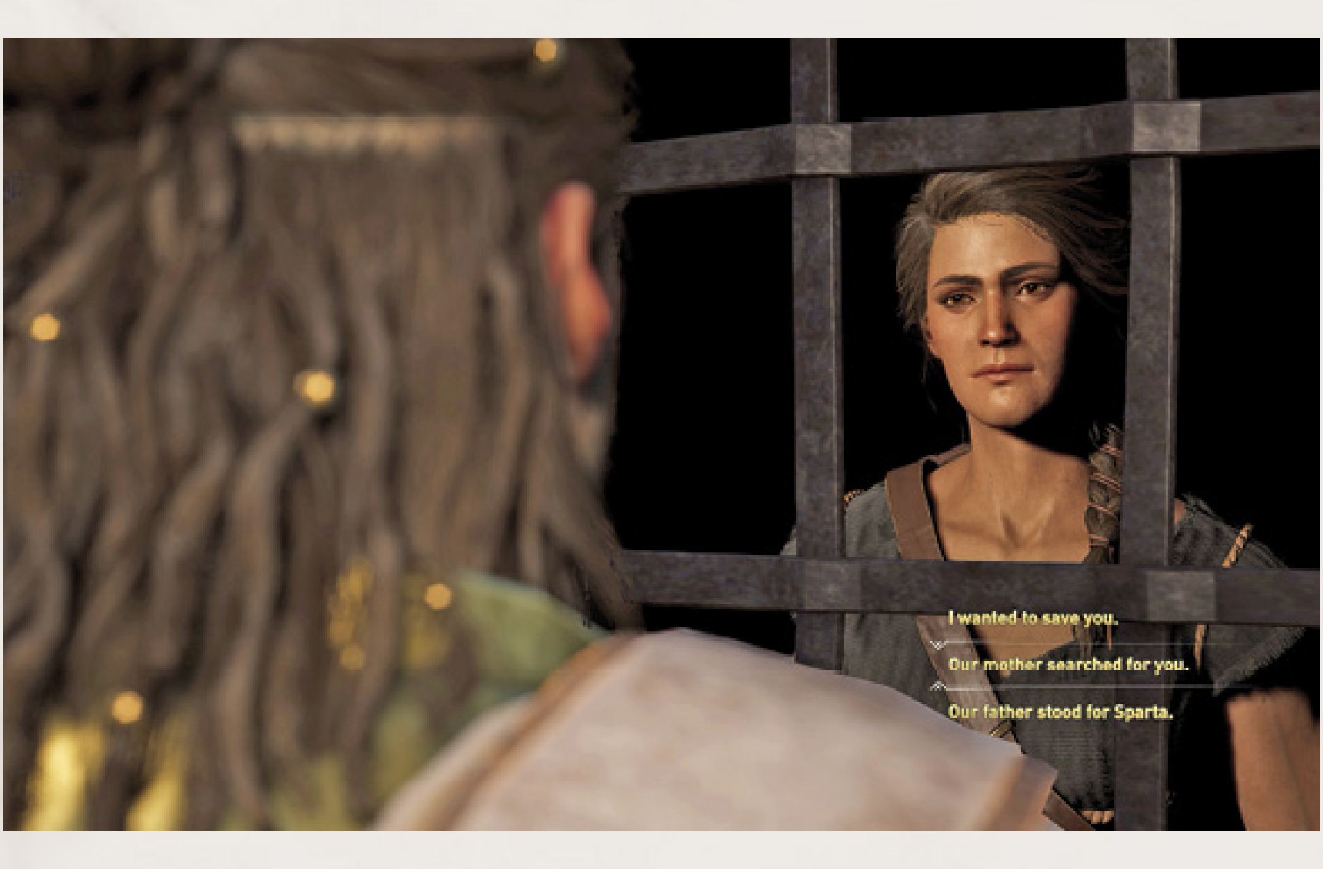
The decision to not help lift the tree off Deimos at the Battle of Pylos actually works in your favor. You come to in a prison cell in Athens, and Deimos is waiting at the bars to talk to you. Deimos calls you cold-blooded for not helping with the tree at the battle but says "I would have done the same thing." Deimos adds "It's not the first time you cast me away to die." Deimos asks to be convinced of the cult's manipulation.

Deimos first asks this specific question. "Why was I abandoned that night on the mountain?" Your first answer should be **"It was the prophecy."** The other two options (**"We didn't abandon you"** or **"It was the Cult's fault"**) may not lead you to enough remaining good options to win Deimos over. This answer makes you reveal the Pythia's prophecy and how the Spartan ephors went along with it. Deimos was too young to know this. And when you tie that into the cult by saying **"You and I both know who feeds the Pythia her words,"** Deimos acknowledges this remark and is listening now.

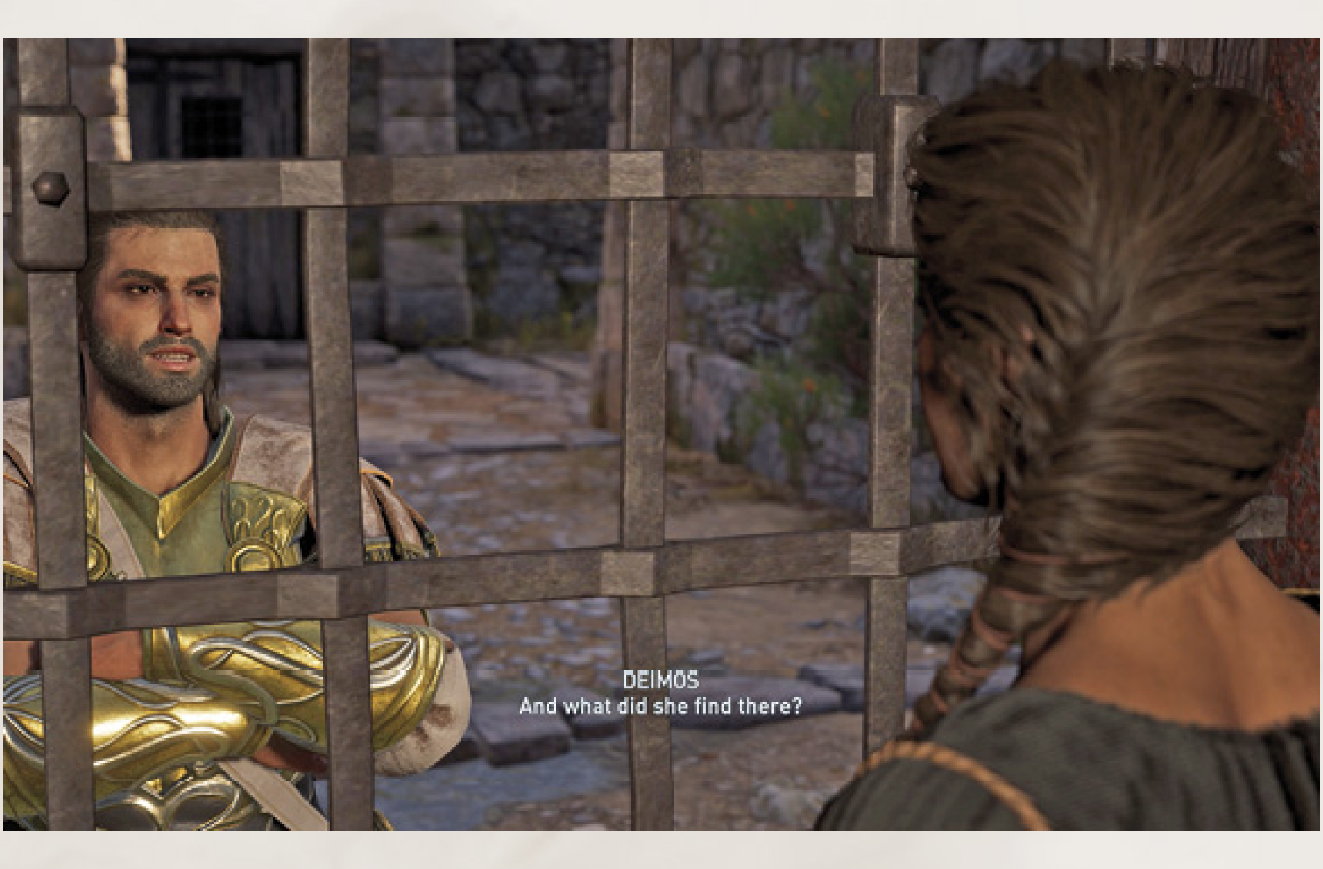
Deimos now questions the prophecy and why it would give such a terrible sentence to a baby. You should respond **"The prophecy said you'd doom Sparta."** It's not the obvious choice, as these two replies are options as well: **"The cult wanted you"** and **"The prophecy said you were weak."** But now you actually say **"The Pythia said you were going to bring Sparta to greatness or to its downfall. Waiting for the outcome was too big a risk."**


DEIMOS
A baby with a fate so terrible it was thrown off a cliff. What kind of prophecy would lead to that?

Deimos mentions being let go by the family. You tell him "You have no idea what happened on that mountain." Now you have the chance to say, **"Our mother searched for you."** Select that one to stay on target. The other two selections are: **"I wanted to save you"** and **"Our father stood for Sparta."** Now, you tell Deimos that Myrrine went after her baby.


I wanted to save you.
Our mother searched for you.
Our father stood for Sparta.

Deimos asks you what Myrrine found at the bottom of the mountain. You can answer either **"She thought you were dead"** or **"The cult targeted our family."** Either of these will work, but each leads off to a unique final question. **"The cult stole you"** is the third choice, but that is just not going to convince Deimos.


DEIMOS
And what did she find there?

She thought you were dead

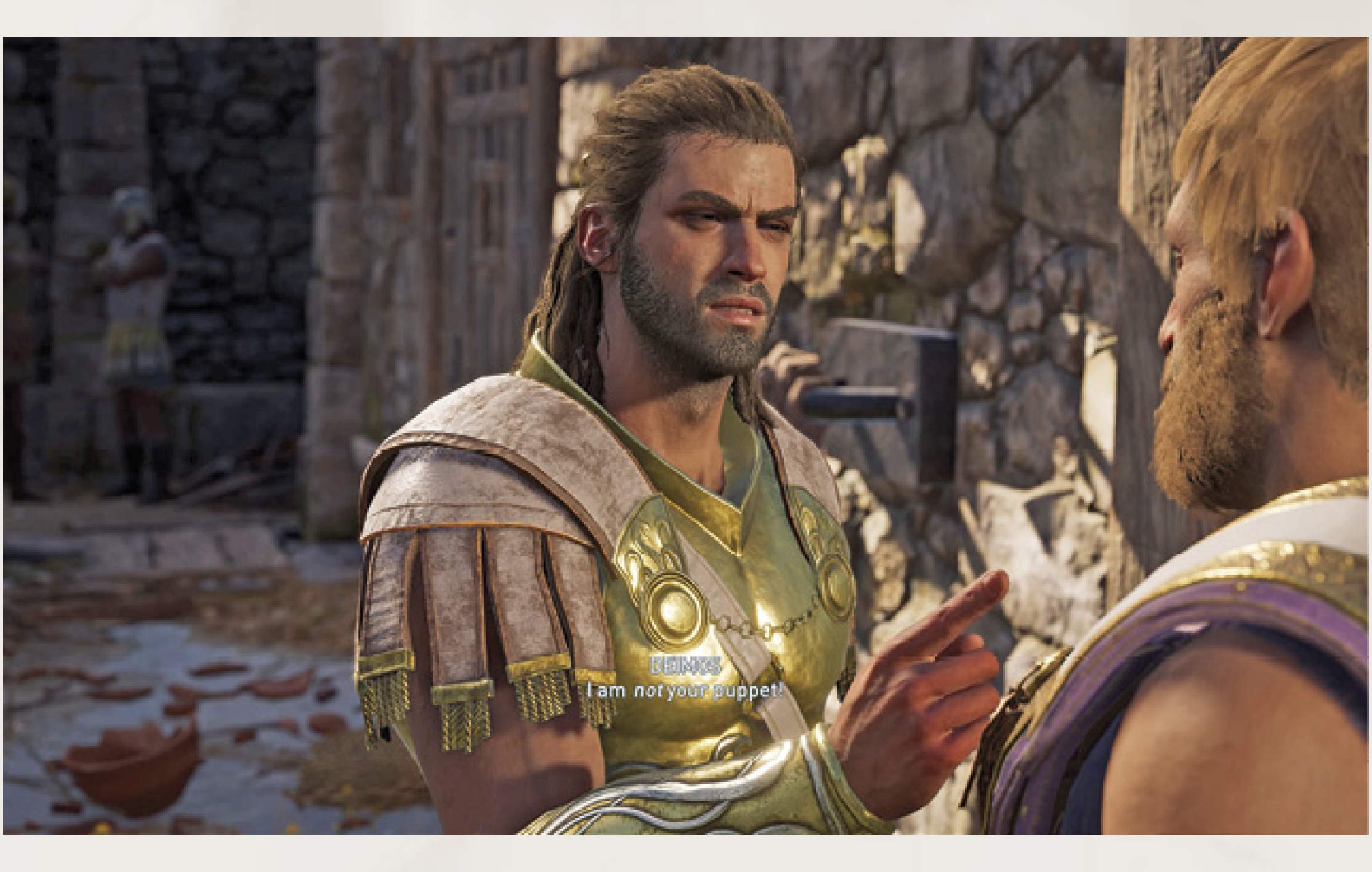
If you chose this option, Deimos wonders what makes you the authority on being thrown off a cliff, and then your next answer will be **"I was thrown off, too."** Don't say either of the remaining options: **"We were both lied to"** or "**The cult wants me, too."** Those are unconvincing answers.

The Cult targeted our family

If you chose this option then your next answer will be either **"The cult wants to dominate the world"** or, our favorite, **"The cult wants to destroy our family."** Just don't choose **"The cult will dispose of you."**

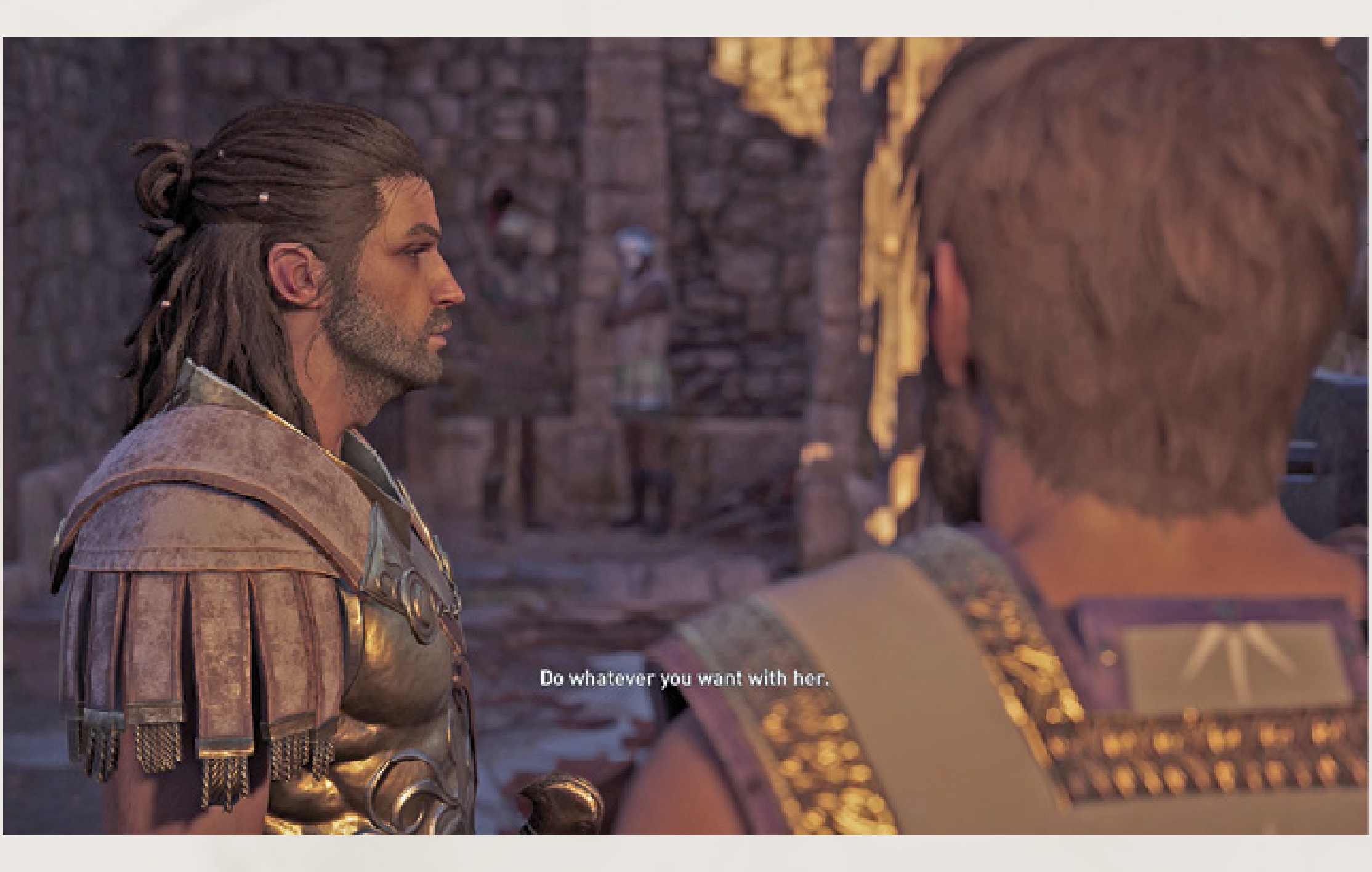
A SIGN IT WORKED

After your conversation, you get to see a sign if Deimos is starting to doubt the cult. Kleon approaches and tries to give orders. If Deimos starts in with **"I am not your puppet"** then you are on track.


DEIMOS
I am not your puppet!

A SIGN IT DIDN'T

If you instead see Deimos take orders from Kleon and tell him to do what he wants with you, then you know that you've broken this storyline.


Do whatever you want with her.

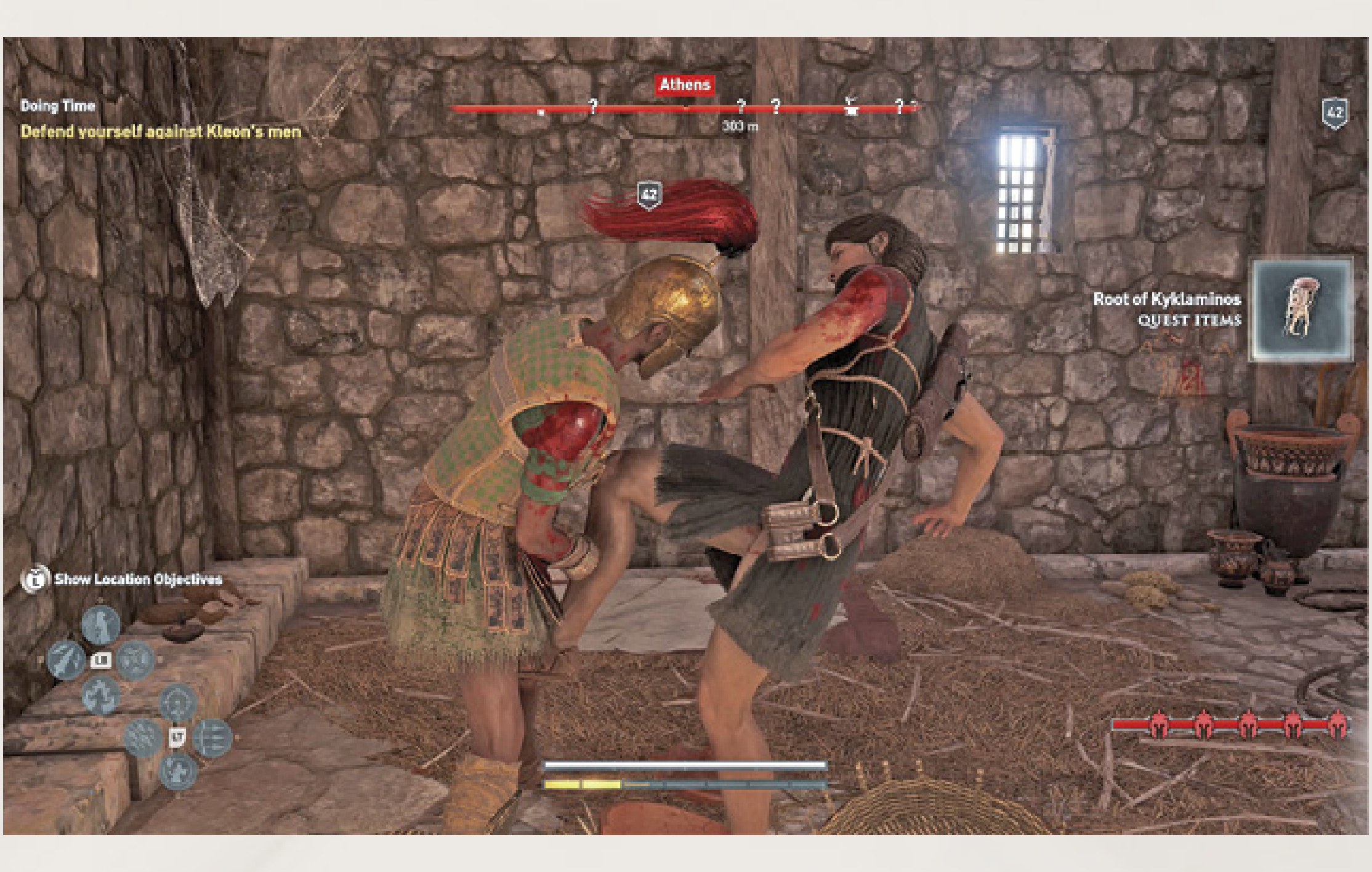
Conversation with Kleon

Kleon approaches your cell and antagonizes you with his murder of Perikles. You can say **"You aren't right, either"** or **"So, you're a different kind of leader."** Either gets you where you're going. Kleon comes clean about his wrongdoings and then sends two guards into the cell to kill you as he walks away from his troubles.

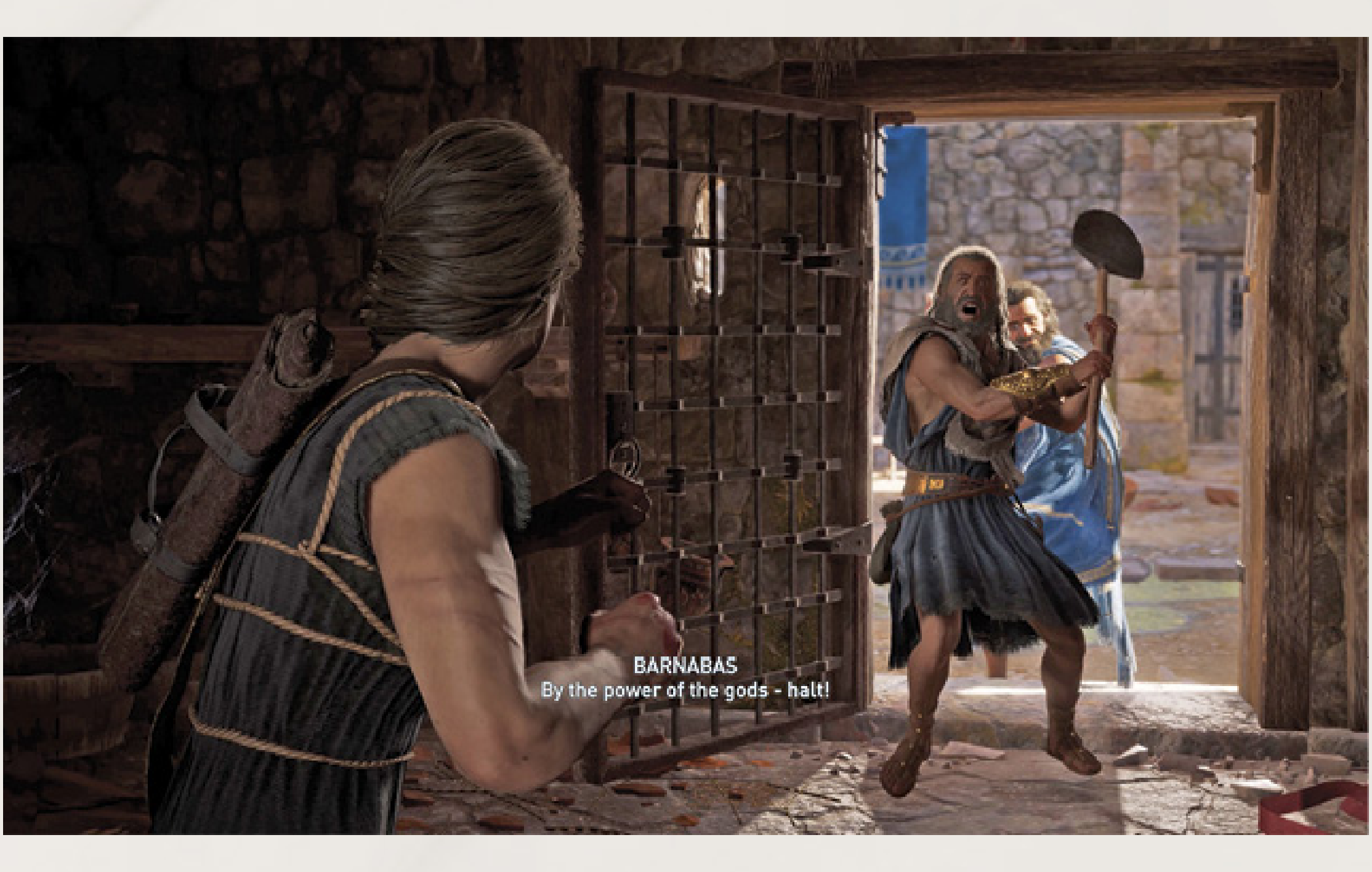
KLEON
You can't find the perfect yolk without breaking some of the quail's eggs. He wasn't right for us.

DEFEND YOURSELF AGAINST KLEON'S MEN

This is a fight without weapons, and the two guards in the room with you were sporting and put their weapons down to have a fistfight. Hit one guard a few times and use the Overpower ability to unleash a beating on him. Turn to the next and repeat.

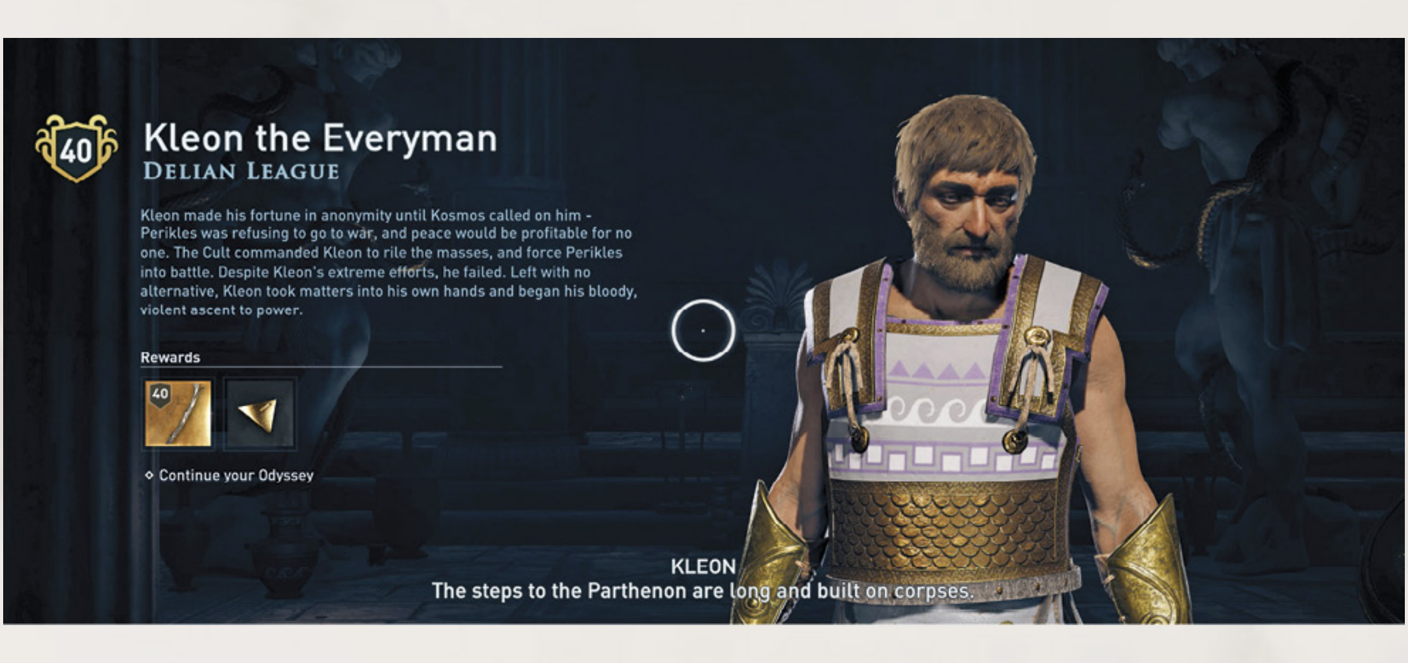

Doing Time
Defend yourself against Kleon's men
Athens
300 m
42
Root of Kyklaminos
QUEST ITEMS
Show Location Objectives

Sokrates and Barnabas come rushing in like they helped you escape. You direct the subject to getting Kleon. They give you your gear back and tell you to meet them at Perikles's residence for a meeting.


BARNABAS
By the power of the gods - halt!

KLEON THE EVERYMAN REVEALED

Kleon the Everyman is now identified on the Cultist menu. He must be eliminated. When control returns to you, the quest has ended. The Resistance is next.



Kleon the Everyman

Delian League

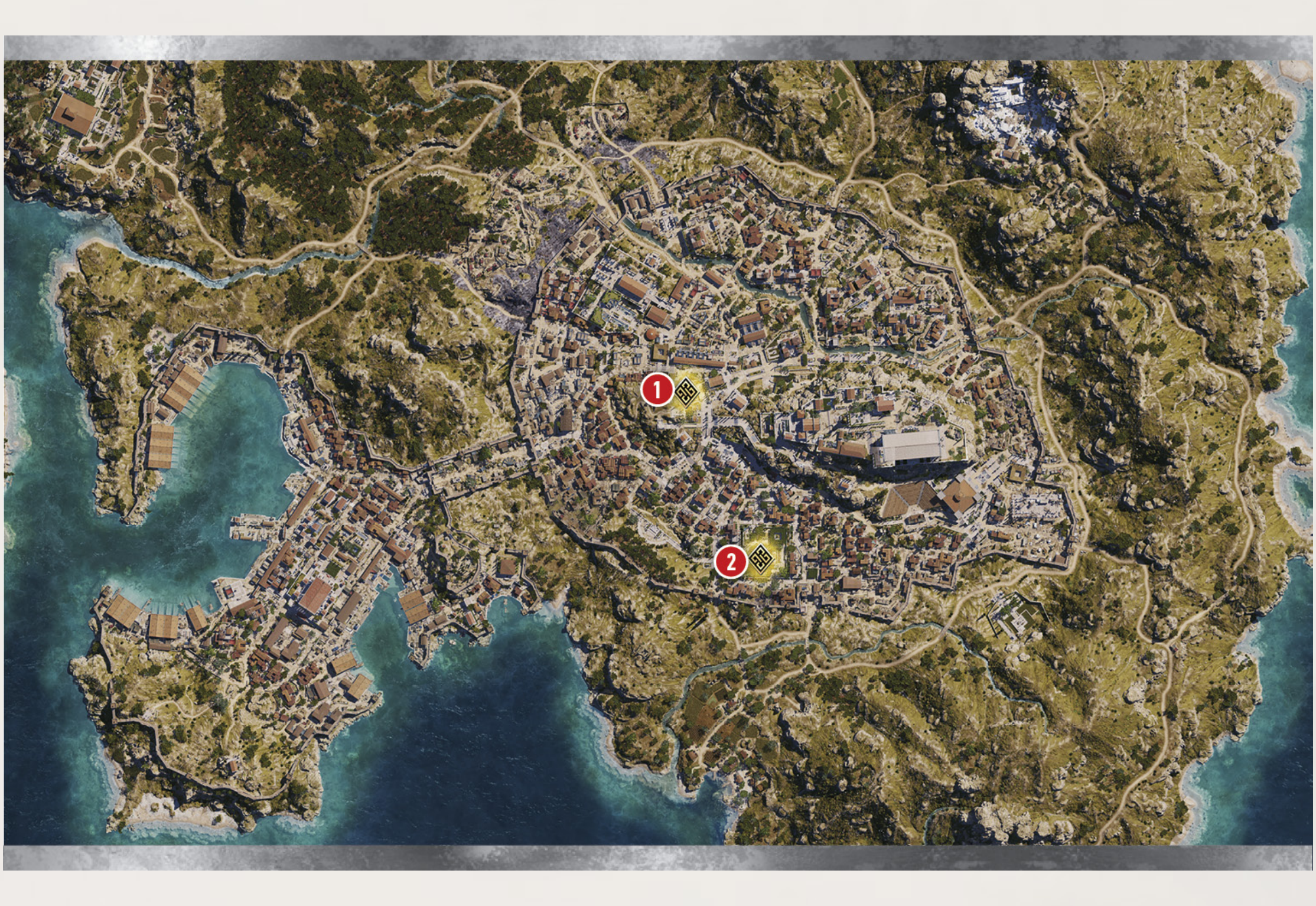
Kleon made his fortune in anonymity until Kosmos called on him - Perikles was refusing to go to war, and peace would be profitable for no one. The Cult commanded Kleon to rile the masses, and force Perikles into battle. Despite Kleon's extreme efforts, he failed. Left with no alternative, Kleon took matters into his own hands and began his bloody, violent ascent to power.

Rewards

Continue your Odyssey

40
KLEON
The steps to the Parthenon are long and built on corpses.

THE RESISTANCE



RECOMMENDED LEVEL: 40

PREREQUISITE: Complete *Doing Time*

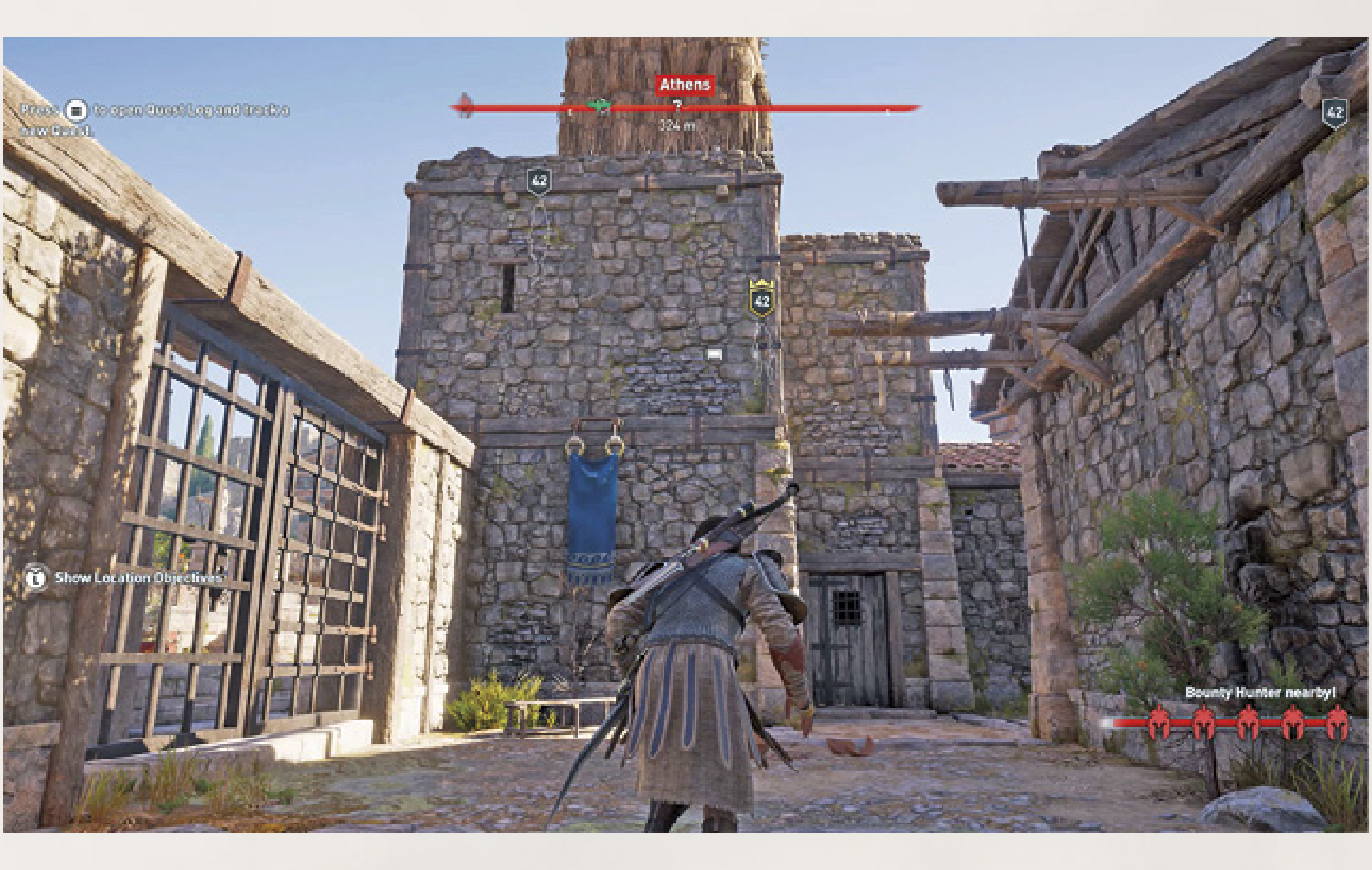
UNLOCKS: *An Actor's Life for Me* and *Unearthing the Truth*

STORY: Kleon reveals that he and the cult were responsible for Perikles's death and that a ship is sailing to Mytilene to quell a rebellion against his rule. Those loyal to Perikles know his time is up.

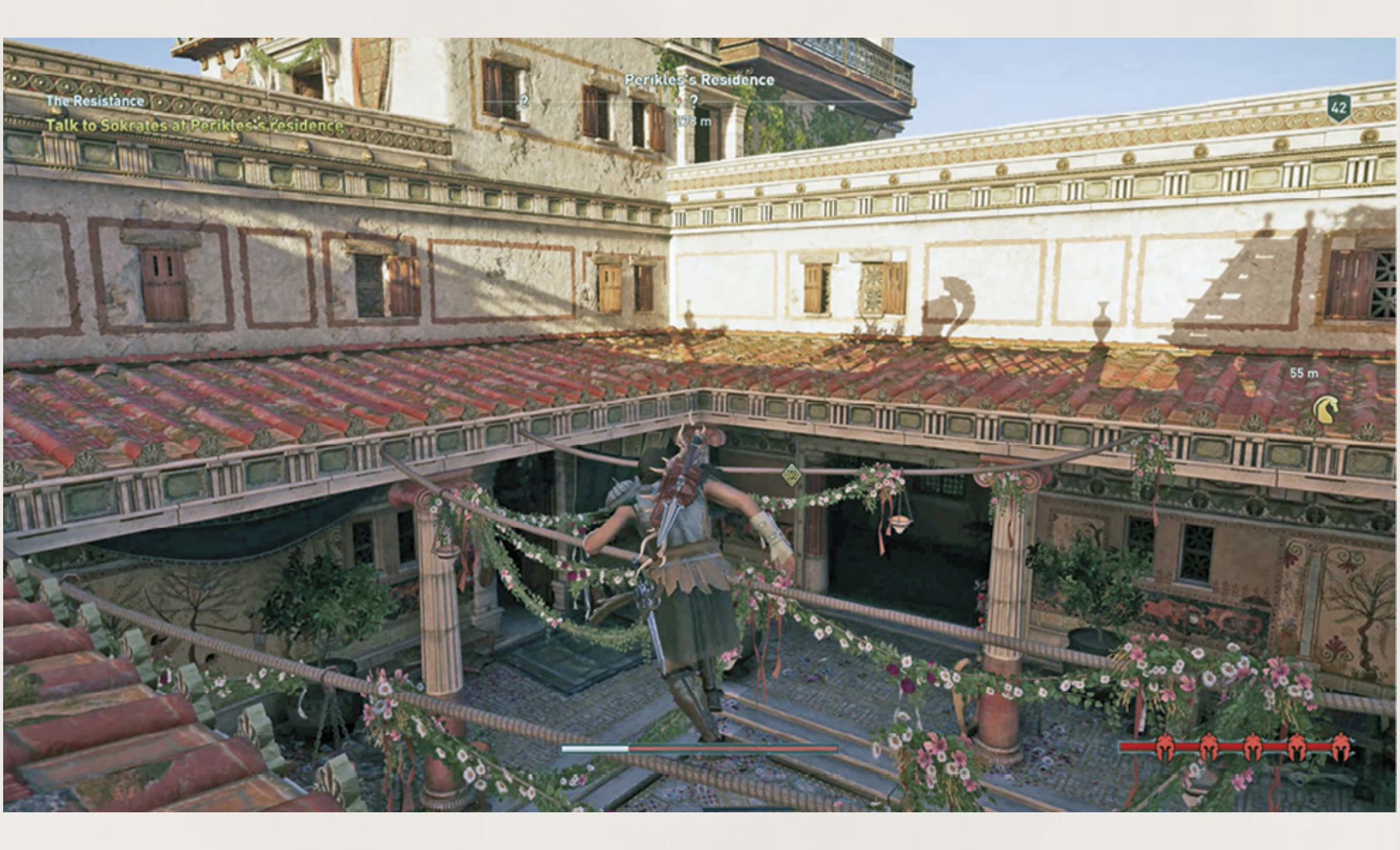
TALK TO SOKRATES AT PERIKLES'S RESIDENCE

ATTIKA: GREATER ATHENS

While at the prison **(1)**, defeat the captain and loot the one treasure on top of the tower before you leave. Head southwest through town to reach Perikles's residence **(2)**. Take care of any unfinished business around the area or go directly to the meeting.


Athens
324 m
42
Show Location Objectives
Bounty Hunter nearby!

Finding the door that leads inside is not always easy, but you can simply climb into the open courtyard through the roof opening. Run into the back room, following the objective marker to join the meeting.


The Resistance
Talk to Sokrates at Perikles's residence
Perikles's Residence
42
55 m

Conversation with Sokrates

Sokrates affectionately greets you at the door and leads you into the room, where Barnabas, Hippokrates, Alkibiades, and Herodotos are devising a plan to take down Kleon. You can ask them **"Why do this in Perikles's home?"** before you choose **"Let's talk about your plan."** They believe that Kleon must be discredited before he's taken out so that it does not disrupt the balance of peace. Aristophanes wants to use a play to do the discrediting. You can ask **"What's the play?"** before you ask, **"We can't waste time."**

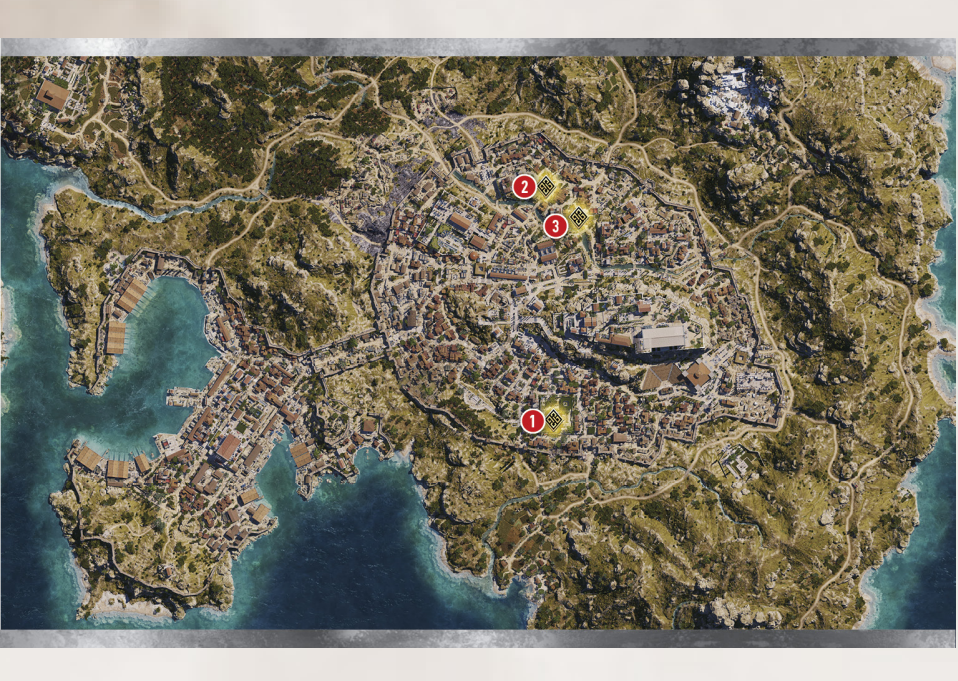
HERODOTOS
We were worried you wouldn't make it.

When the quest completes, both Sokrates and Aristophanes remain in the room. They both have gray quest giver markers over their heads. Sokrates needs help with Unearthing the Truth. And if you talk to Aristophanes he'll get you to help with the play in *An Actor's Life for Me*.

ATTIKA

PUBLIC OPINION

An Actor's Life for Me



RECOMMENDED LEVEL: 41

PREREQUISITE: Complete *The Resistance*

UNLOCKS: *A-Musing Tale*

STORY: Athens's finest actor, Thespis, is nowhere to be found. If Aristophanes wants his next play to succeed in its critique of Kleon, he needs the talent of this man. You swear to find him.

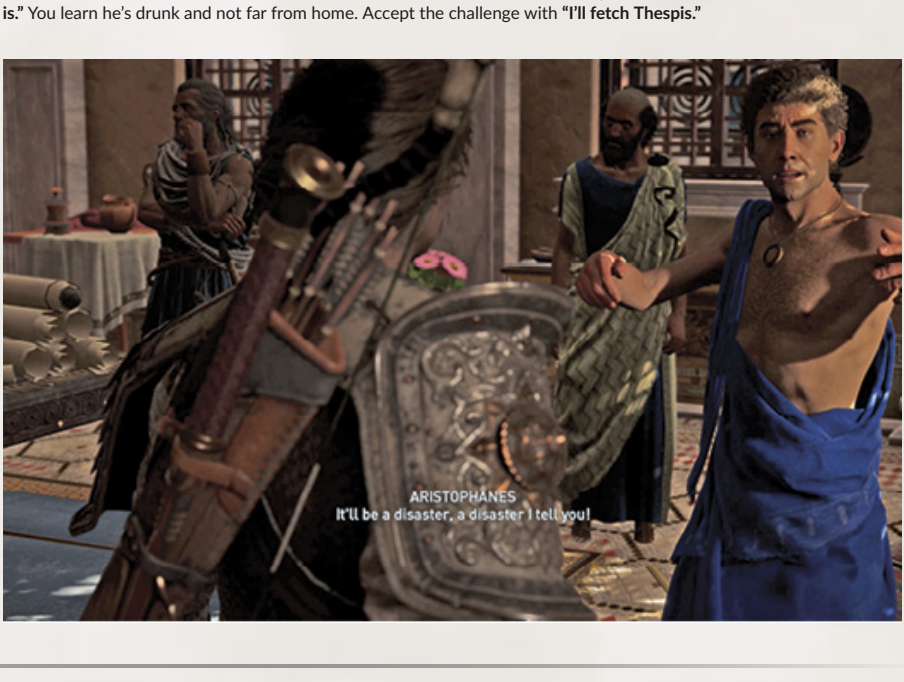
Talk to Aristophanes

ATTIKA: GREATER ATHENS

While in Perikles's residence **(1)**, speak to Aristophanes after the meeting.

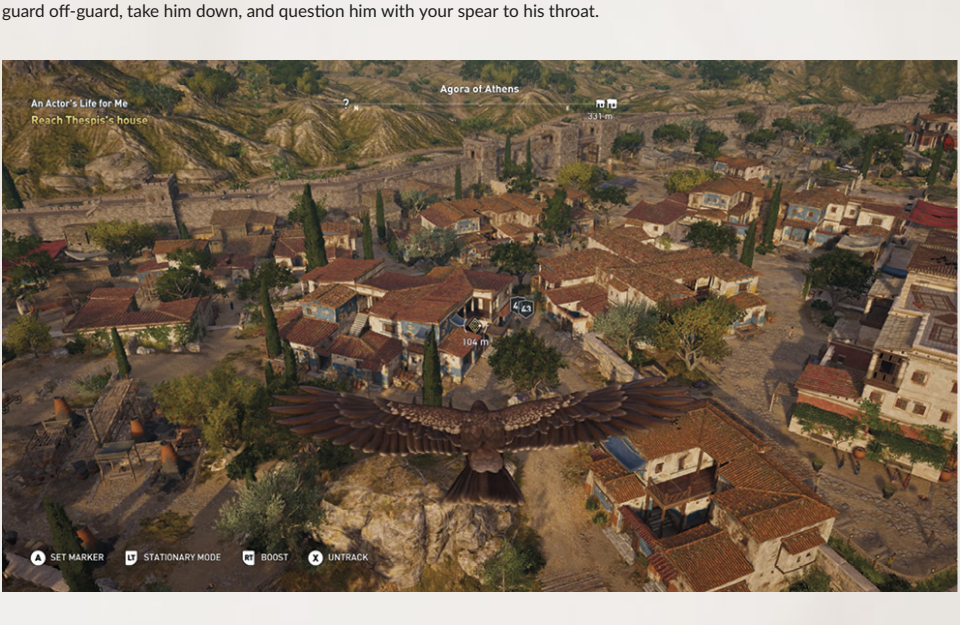
Conversation with Aristophanes

Aristophanes needs to have Kleon portrayed in a bad light to discredit him successfully. But his leading man is missing. You can ask **"What happened?"** and **"Why is Thespis special?"** before continuing with **"Tell me where you think Thespis is."** You learn he's drunk and not far from home. Accept the challenge with **"I'll fetch Thespis."**


ARISTOPHANES
It'll be a disaster, a disaster I tell you!

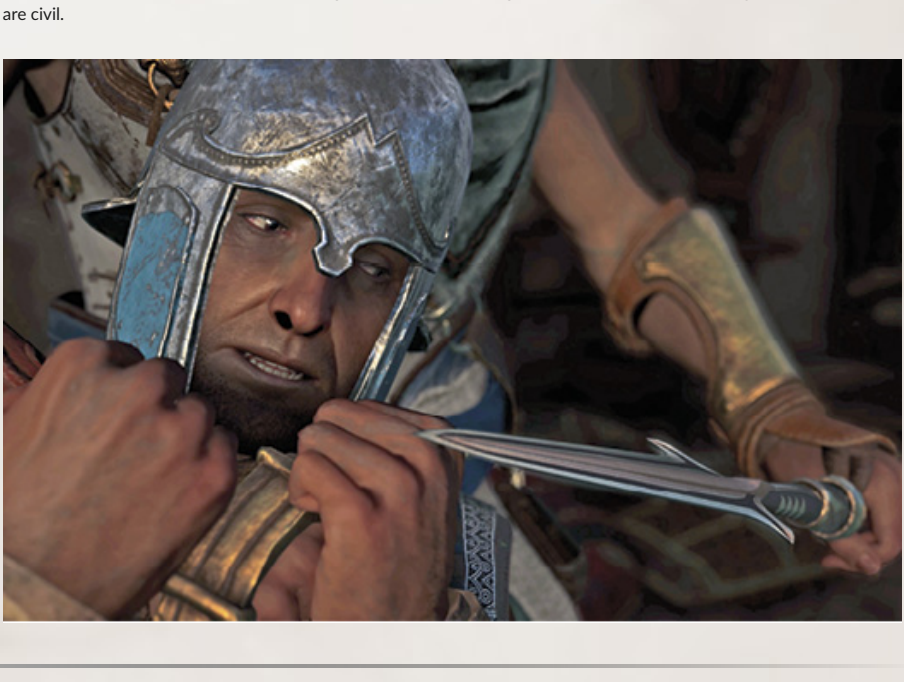
Reach Thespis's House

Get on horseback and ride north through town, avoiding mercenaries if possible, to find Thespis's house **(2)**. Use Ikaros to pinpoint his location. Stop at the blacksmith to top things off with upgrades and engravings. Once inside the house, you catch a guard off-guard, take him down, and question him with your spear to his throat.


An Actor's Life for Me
Reach Thespis's house
Agora of Athens
SET MARKER
STATIONARY MODE
BOOST
UNTRACK

Conversation with Bulis

You first wrestle the name out of your captive inside Thespis's house. Ask Bulis both **"What are you doing?"** and **"Where's Thespis?"** and end with **"You must know more."** He's there on orders to destroy the play's manuscript while his men are keeping Thespis drunk at a tavern down the street. You can kill him with **"You should die"** or have him join your crew (because he's so loyal) by selecting **"Join me."** Or let him go with **"Don't let me see you again."** The last two are civil.



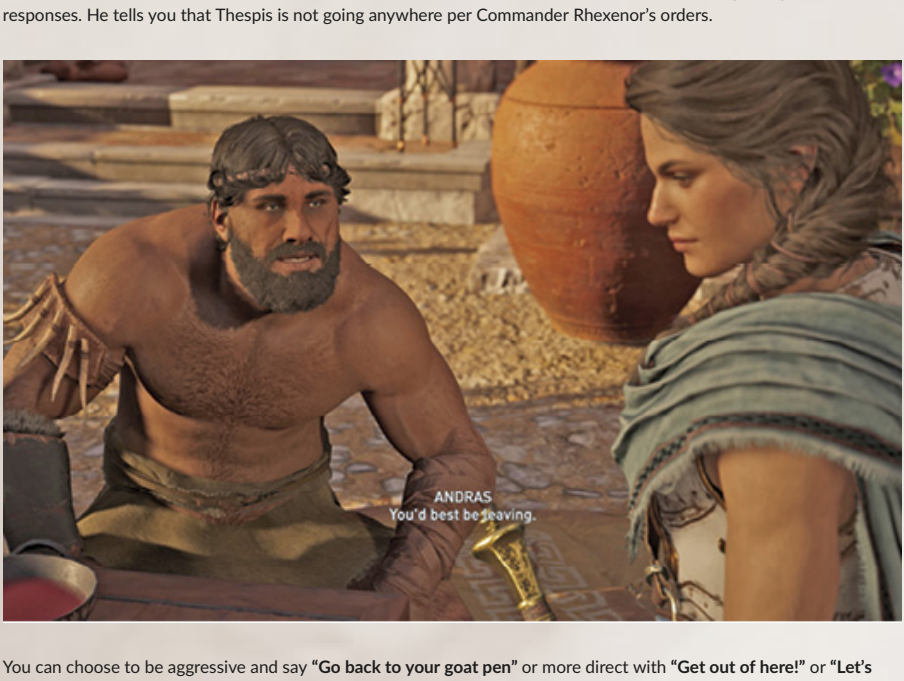
Talk to Thespis at the Tavern

Run out into the streets and head southeast, following the objective marker to some guys getting Thespis drunk outside in the tavern courtyard **(3)**.

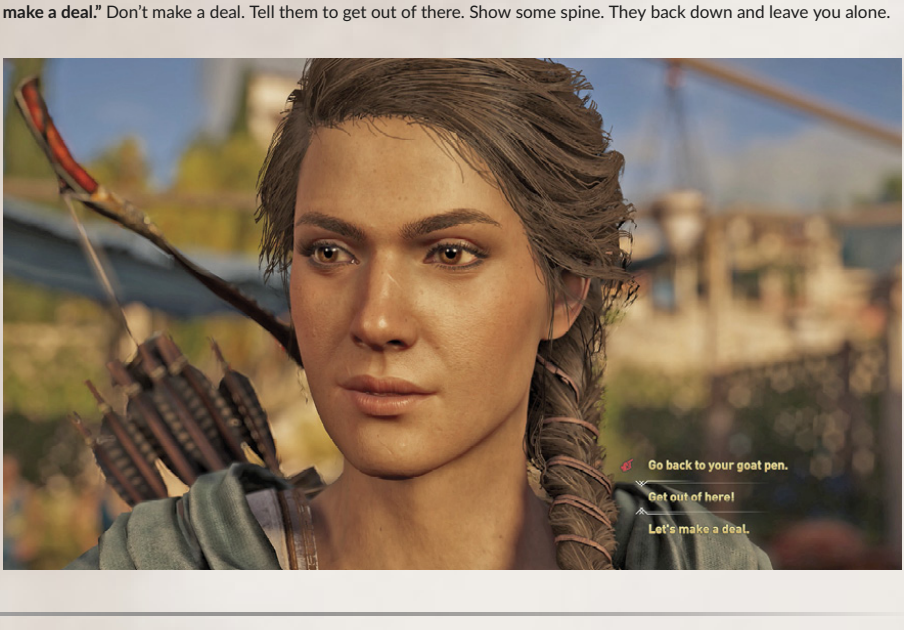
Tavern
THESPIS

Conversation with Andras

Thespis is too drunk to talk. One of the Athenian soldiers getting him drunk takes over the conversation. He asks you to leave. You can respond either **"Not without Thespis"** or **"I don't want any trouble."** Both of these get negative responses. He tells you that Thespis is not going anywhere per Commander Rhexenor's orders.


ANDRAS
You'd best be leaving.

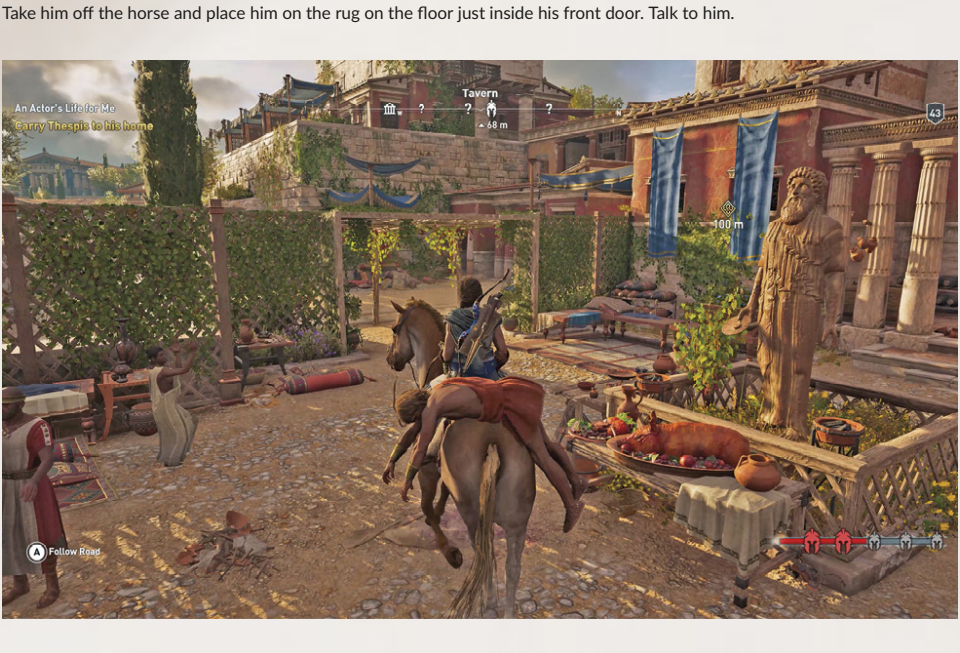
You can choose to be aggressive and say **"Go back to your goat pen"** or more direct with **"Get out of here!"** or **"Let's make a deal."** Don't make a deal. Tell them to get out of there. Show some spine. They back down and leave you alone.


Go back to your goat pen.
Get out of here!
Let's make a deal.

Carry Thespis to His Home

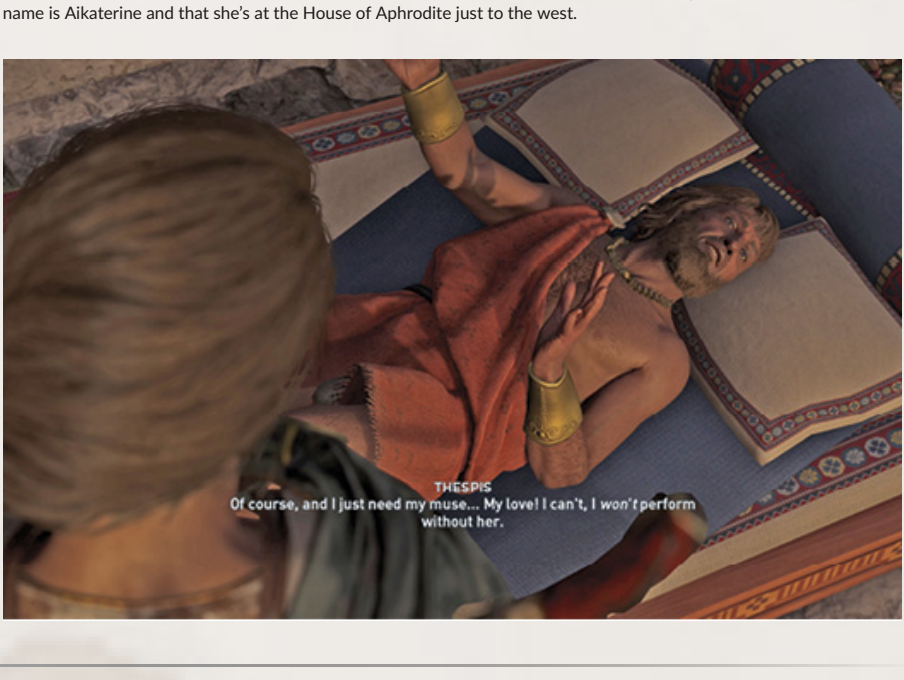
Pick Thespis up off the ground, where he fell after the conversation ended. Call Phobos, place the drunk actor across the butt of the horse, and then mount and ride to Thespis's home **(2)**.

Take him off the horse and place him on the rug on the floor just inside his front door. Talk to him.



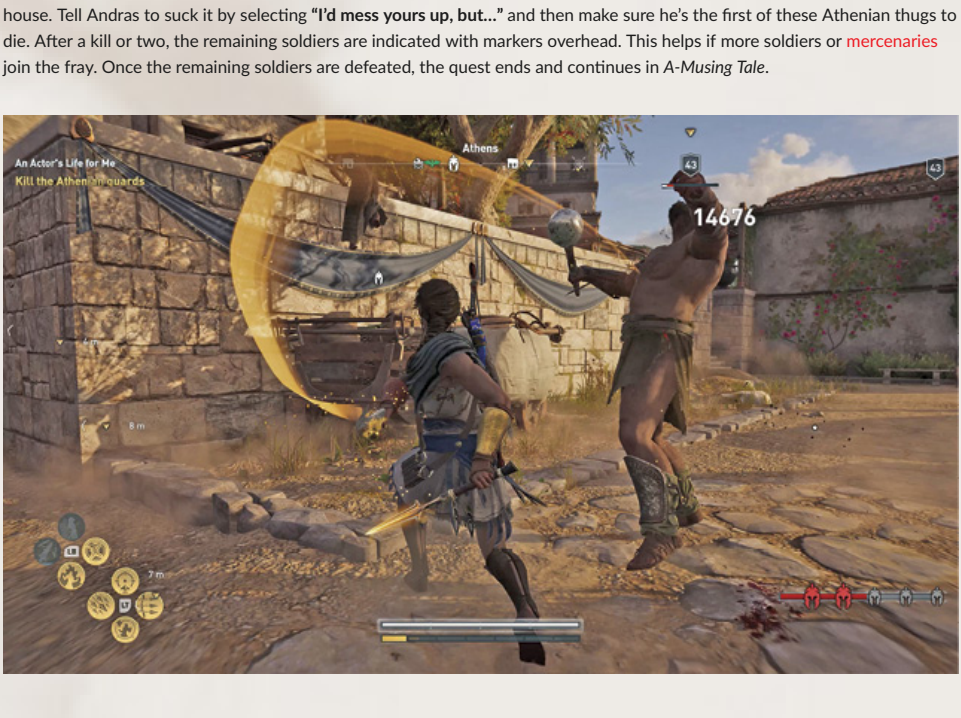
Conversation with Thespis

Thespis, still very drunk, is on the floor and ready to talk. He tells you he can't perform because he needs his muse. Ask him **"Why won't you perform?"** and **"Who were those men?"** and then say **"Pull yourself together."** You learn his love's name is Aikaterine and that she's at the House of Aphrodite just to the west.

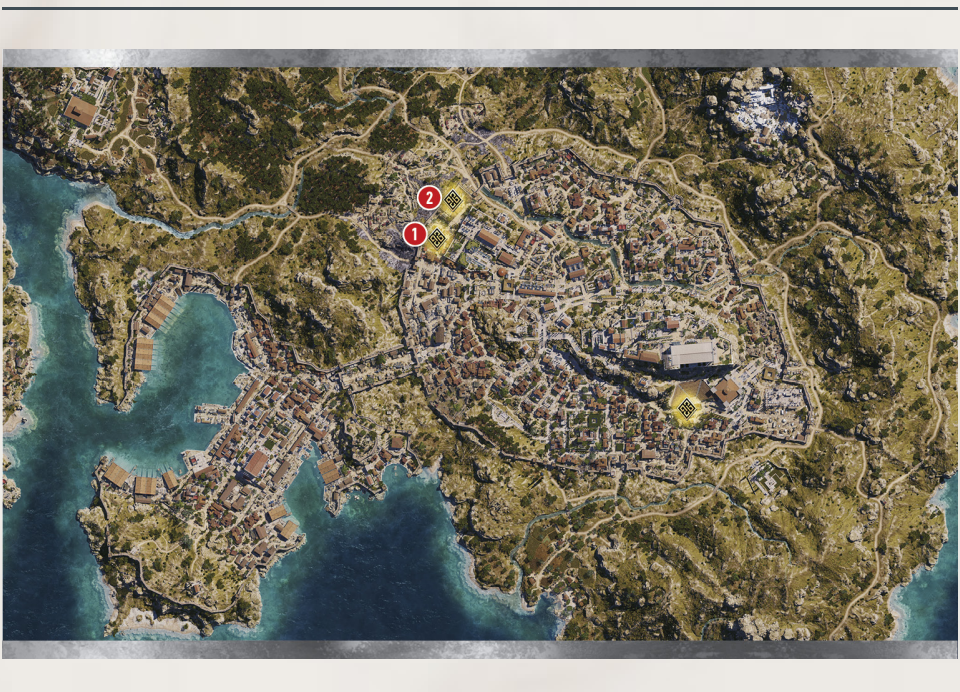

THESPIS
Of course, and I just need my muse... My love! I can't, I won't perform without her.

Kill the Athenian Guards

After the conversation, you walk outside to find the fight you put off at the tavern is now happening in front of Thespis's house. Tell Andras to suck it by selecting **"I'd mess yours up, but..."** and then make sure he's the first of these Athenian thugs to die. After a kill or two, the remaining soldiers are indicated with markers overhead. This helps if more soldiers or mercenaries join the fray. Once the remaining soldiers are defeated, the quest ends and continues in *A-Musing Tale*.


Athens
1467

A-Musing Tale



RECOMMENDED LEVEL: 41

PREREQUISITE: Complete *An Actor's Life for Me*

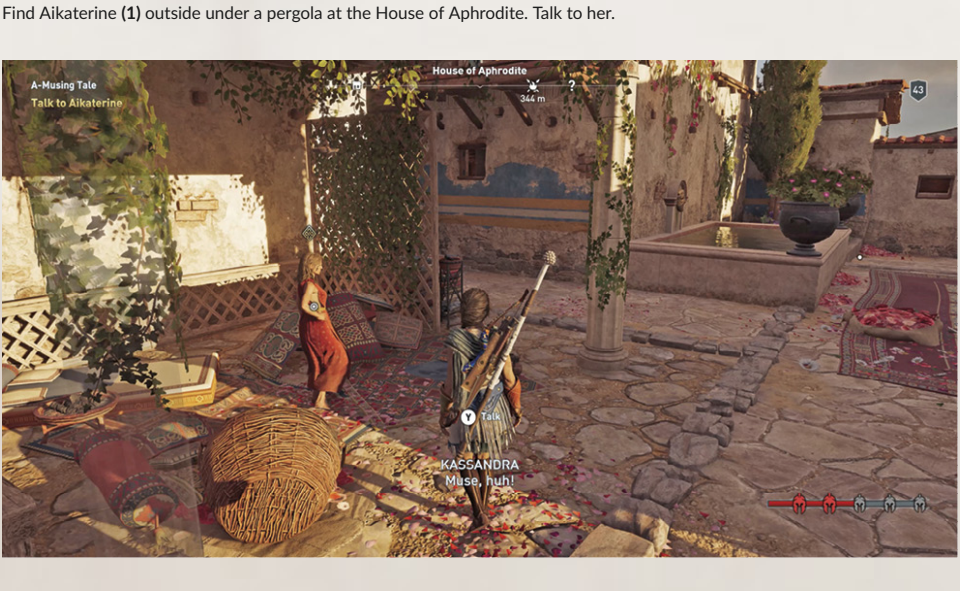
UNLOCKS: This is one of two quests that must be completed to unlock *The Knights*.

STORY: Thespis will not perform in Aristophanes's latest play unless he has his muse by his side. It is crucial that he and the woman who inspired him are reunited in time for his performance.

Talk to Aikaterine

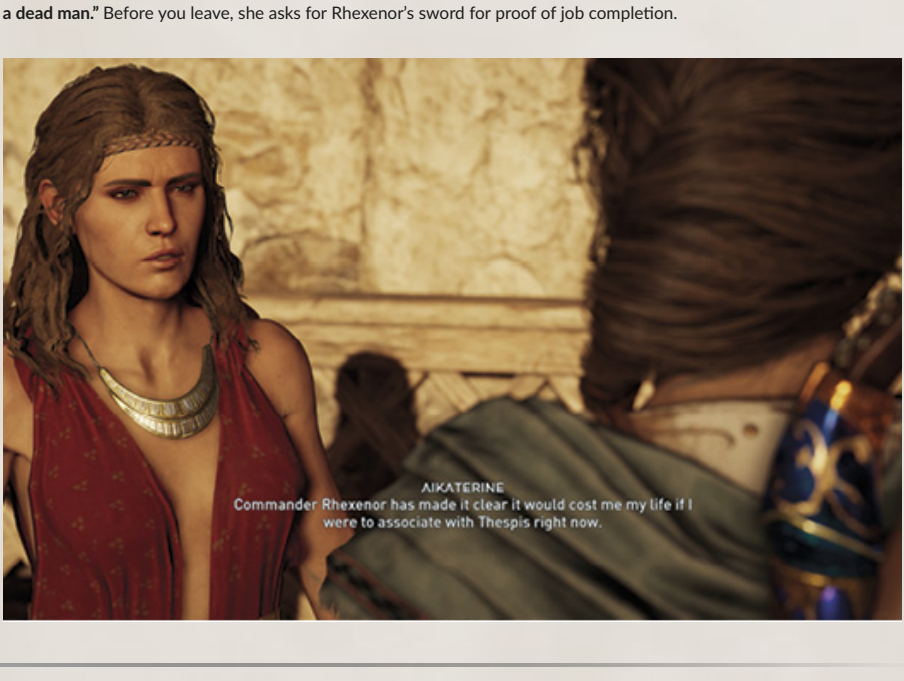
ATTIKA: GREATER ATHENS

Find Aikaterine **(1)** outside under a pergola at the House of Aphrodite. Talk to her.


House of Aphrodite
KASSANDRA

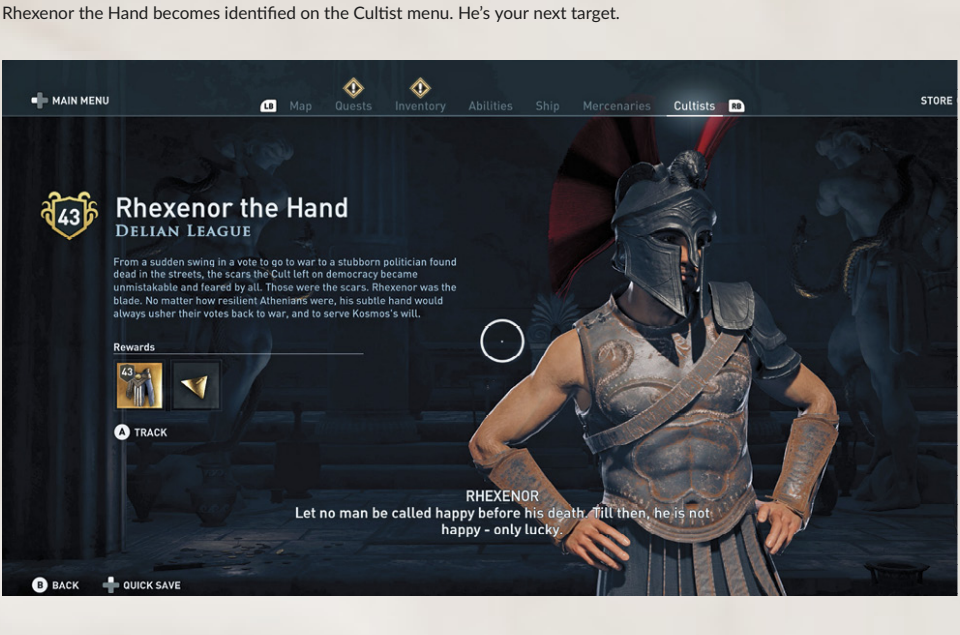
Conversation with Aikaterine

Thespis's muse does nothing but hit on you from the moment you meet her. Say either **"So much for love"** or **"Thespis sent me"** and she'll tell you that she cannot help the actor or Commander Rhexenor will kill her. You can ask **"Who is Commander Rhexenor?"** or **"Why were you threatened"** or continue with **"The commander won't be a problem."** You learn this Rhexenor is a cultist. She asks you to assassinate Rhexenor for the torture he's dealt. You can ask **"Where is the commander?"** and **"What does the commander look like?"** before ending the conversation with **"The commander's a dead man."** Before you leave, she asks for Rhexenor's sword for proof of job completion.


AIKATERINE
Commander Rhexenor has made it clear it would cost me my life if I were to associate with Thespis right now.

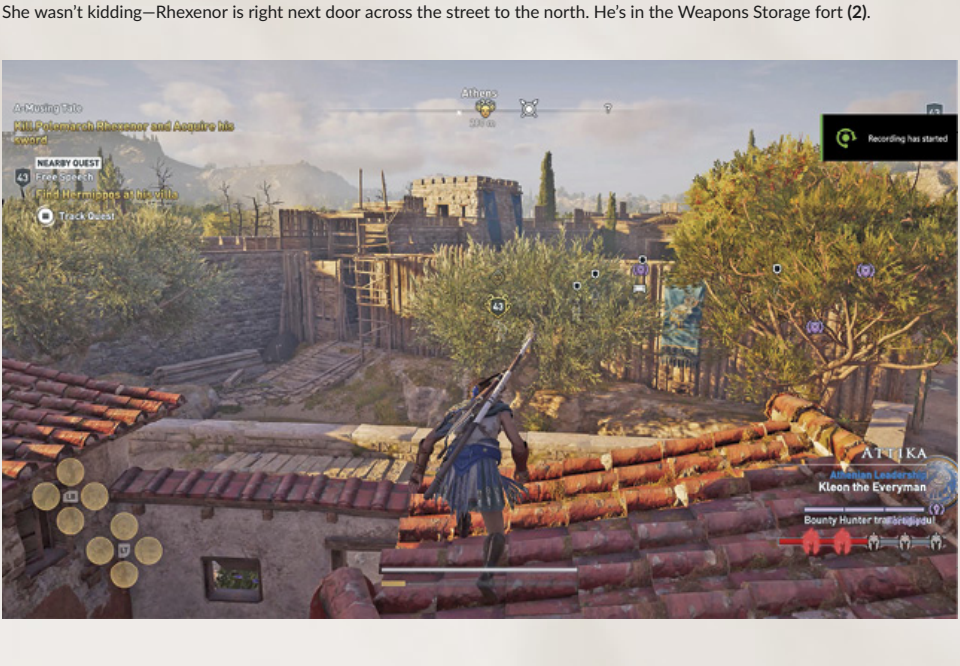
RHEXENOR THE HAND

Rhexenor the Hand becomes identified on the Cultist menu. He's your next target.

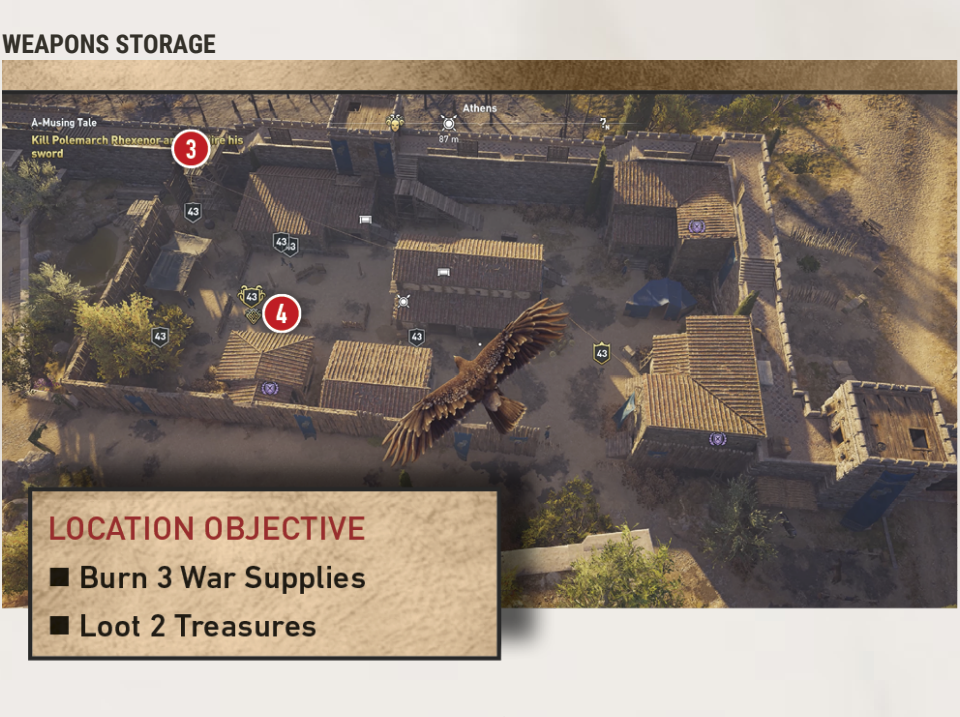

MAIN MENU
Cultists
STORE
Rhexenor the Hand
DELIAN LEAGUE
Rewards
TRACK
RHEXENOR
Let no man be called happy before his death. Till then, he is not happy – only lucky.
BACK
QUICK SAVE

Kill Polemarch Rhexenor and Acquire His Sword

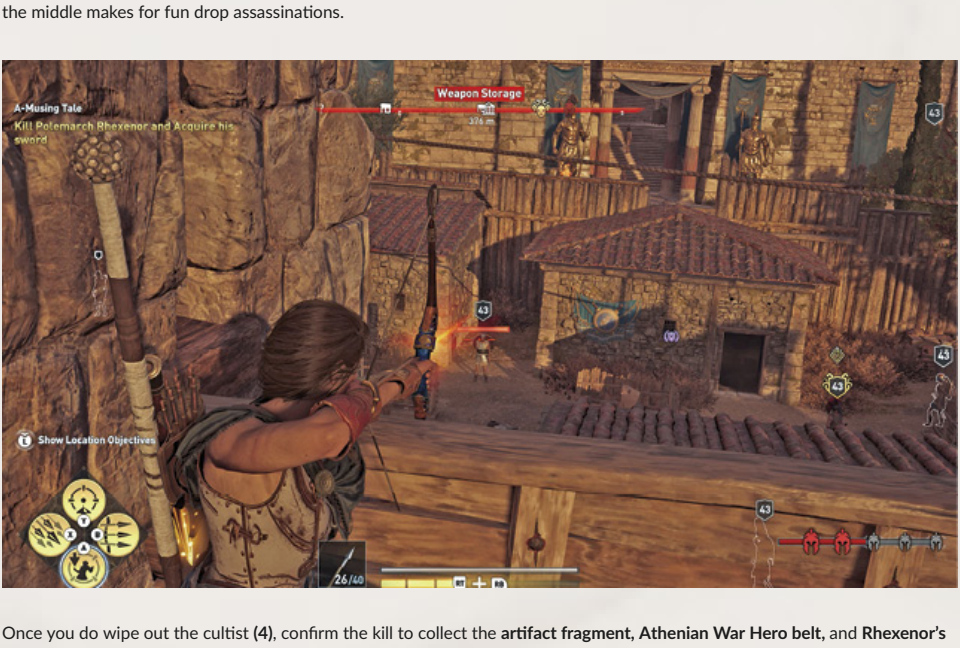
She wasn't kidding—Rhexenor is right next door across the street to the north. He's in the Weapons Storage fort **(2)**.



WEAPONS STORAGE


3
4
LOCATION OBJECTIVE
Burn 3 War Supplies
Loot 2 Treasures

This is a very small facility. Here near the end of the story, you don't need tips on how to take one of this size out. But we do suggest you clear all guards in the restricted zone to avoid mercenary help for Rhexenor at the end. The tightrope **(3)** across the middle makes for fun drop assassinations.


Weapon Storage

Once you do wipe out the cultist **(4)**, confirm the kill to collect the **artifact fragment**, **Athenian War Hero belt**, and **Rhexenor's sword** (quest item).

Weapon Storage

Report to Aikaterine

Return to Aikaterine **(1)** where you first found her. Talk to her.

Conversation with Aikaterine

You hand over the sword she requested, and she gets closer to you. You can respond **"There's too much at stake"** or romance her with **"I can stay awhile..."**

AIKATERINE
Not quite the sword I meant... But, as long as he's dead.

Report to Aristophanes

Ride southeast to the amphitheater **(5)** to talk to Aristophanes.

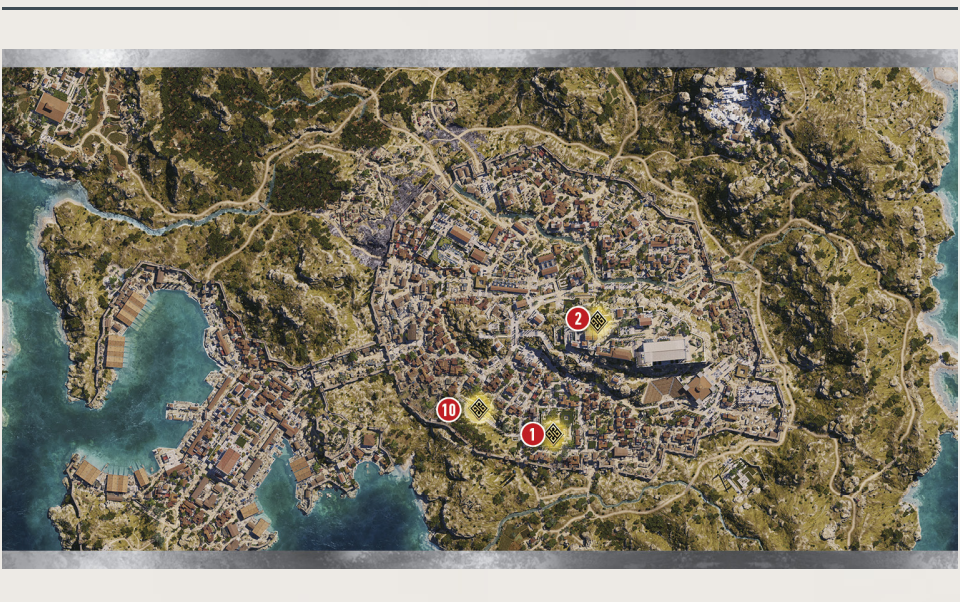
A-Musing Tale
Report to Aristophanes
Akropolis Sanctuary

Conversation with Aristophanes

Aristophanes greets you and asks about your progress. You tell him Thespis will be in the play tomorrow. You can tell him either **"I'm never working with actors again"** or **"It's no trouble."** Both are good answers. The play is acted out before you and everyone...including an increasingly agitated Kleon. He eventually walks out of the play with his head down.

ARISTOPHANES
Alas! The conspirators are murdering me!

Unearthing the Truth



RECOMMENDED LEVEL: 41

PREREQUISITE: Complete *The Resistance*

UNLOCKS: This is one of two quests that must be completed to unlock *The Knights*.

STORY: Sokrates asks you to help find information at the Akropolis that could turn the people against Kleon. Sokrates asks to meet you at the Pnyx once you've found evidence of his madness.

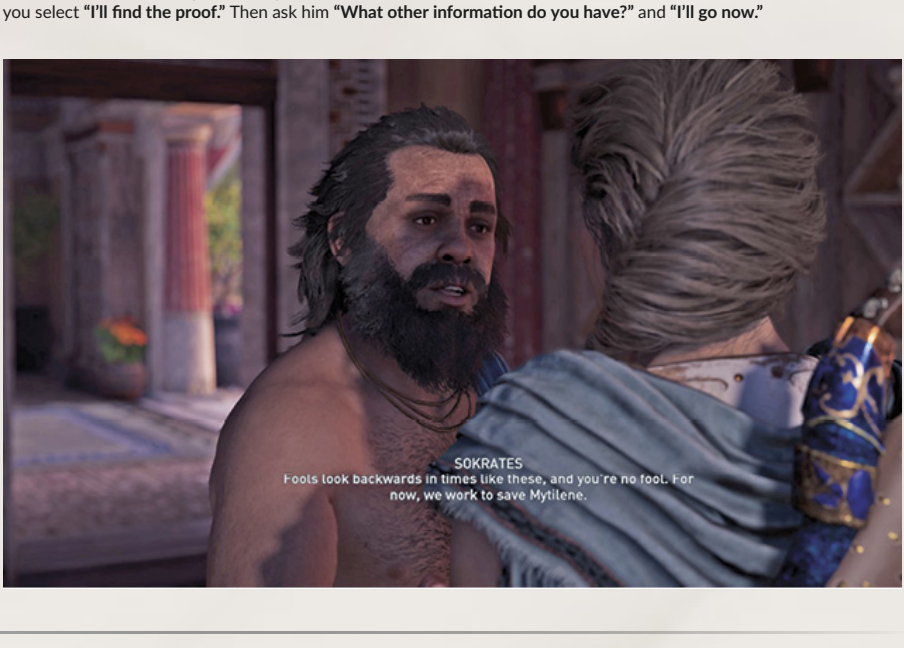
Talk to Sokrates

ATTIKA: GREATER ATHENS

Find Sokrates in Perikles's residence **(1)** and talk to him.

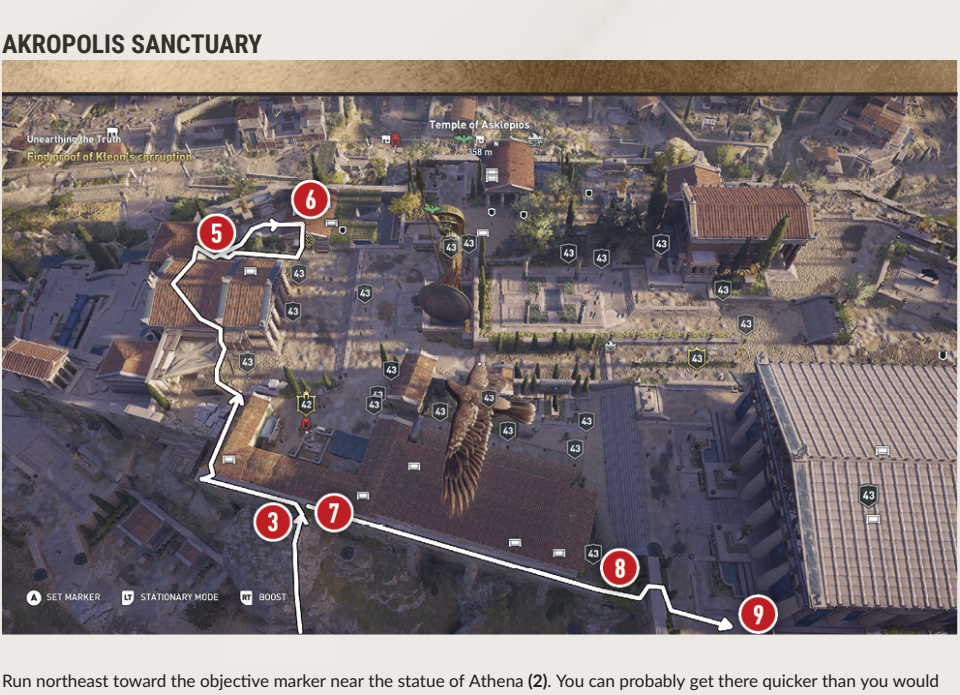
Conversation with Sokrates

Sokrates pats you on the shoulder to make you feel better about staying behind to help and not going right after Kleon. Ask **"Tell me your plan"** or say **"Kleon should die."** With Sokrates, we suggest the lighter approach (the first option). He's discovered Kleon is hiding something at the Akropolis Sanctuary. You can ask **"What if the plan doesn't work"** before you select **"I'll find the proof."** Then ask him **"What other information do you have?"** and **"I'll go now."**

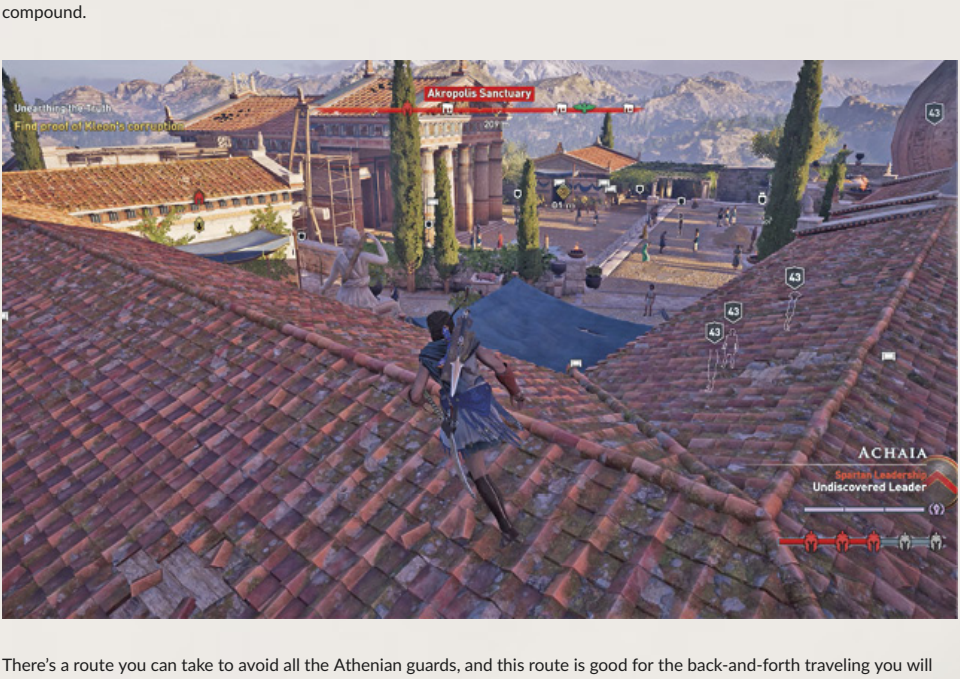


Find Proof of Kleon's Corruption

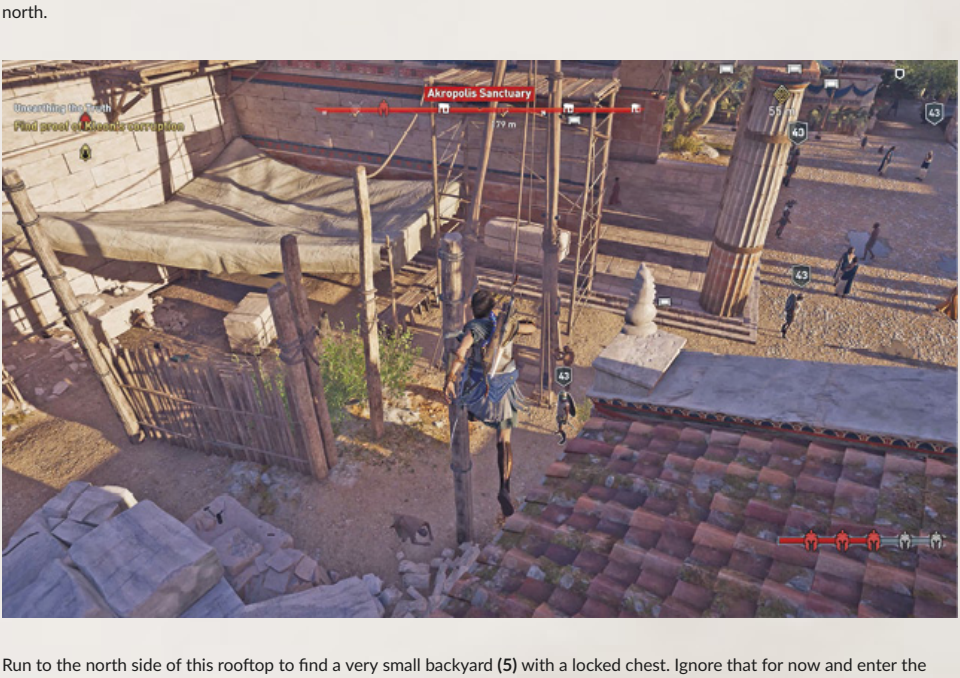
AKROPOLIS SANCTUARY


Temple of Asklepios
6
5
3
7
8
9

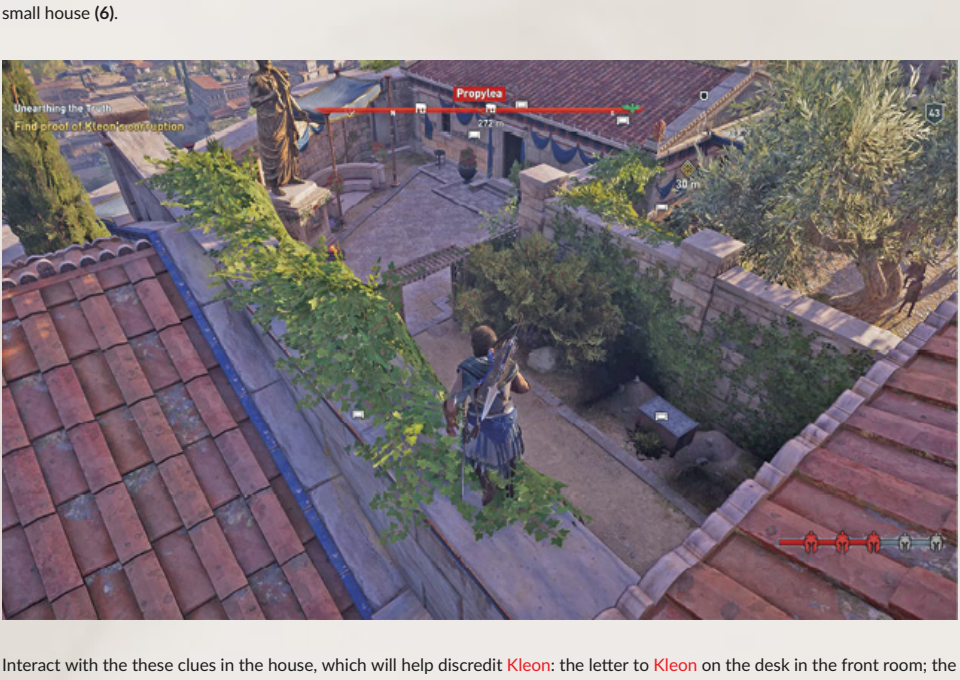
Run northeast toward the objective marker near the statue of Athena **(2)**. You can probably get there quicker than you would using fast travel. When you get close to the Akropolis Sanctuary, use Ikaros to target the house in the northwest corner of the compound.


Akropolis Sanctuary
ACHAIA
Undiscovered Leader

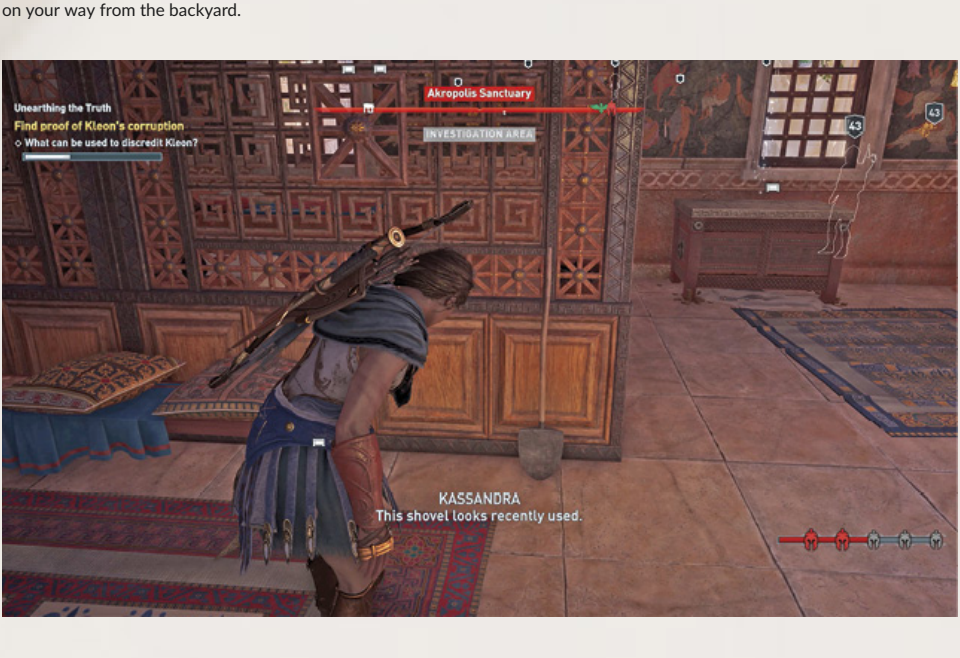
There's a route you can take to avoid all the Athenian guards, and this route is good for the back-and-forth traveling you will need to do in the sanctuary. Climb the south wall of the Akropolis **(3)** and walk along the wall and rooftop, heading west then northwest to the roof's edge to leap across the tops of fence posts **(4)** and scaffolding to reach the next rooftop to the north.


Akropolis Sanctuary

Run to the north side of this rooftop to find a very small backyard **(5)** with a locked chest. Ignore that for now and enter the small house **(6)**.



Interact with the these clues in the house, which will help discredit Kleon: the letter to Kleon on the desk in the front room; the shovel leaning on the wall between the two treasures; and the muddy tracks at the side door you entered the building through on your way from the backyard.

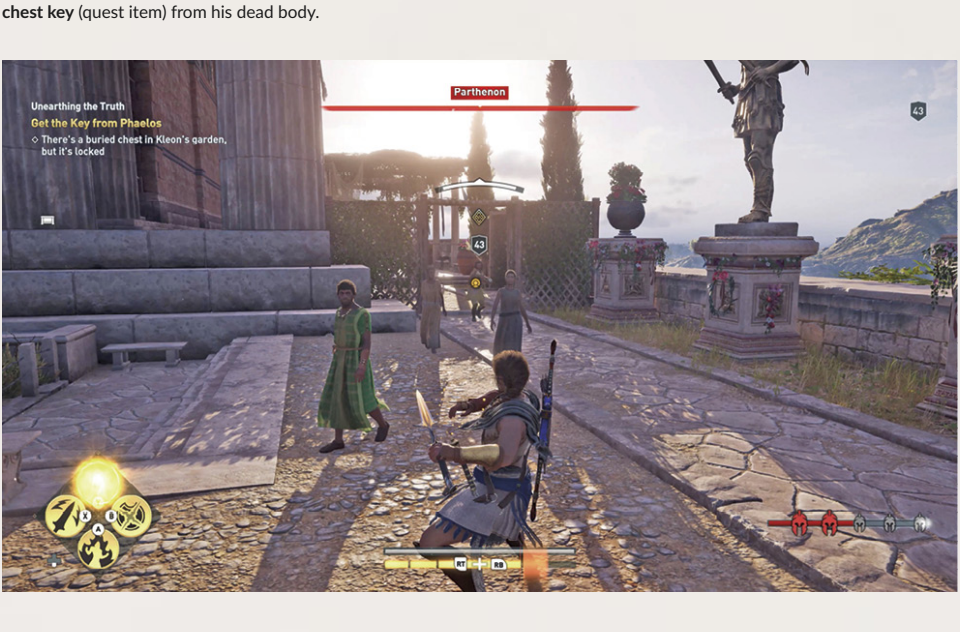

Unearthing the Truth
Find proof of Kleon's corruption
What can be used to discredit Kleon?
Akropolis Sanctuary
KASSANDRA
This shovel looks recently used

Get the Key from Phaelos

To get into the locked chest, you need the key from Phaelos **(9)**, who is near the main Akropolis building on the southeast side of the compound. Get back to the rooftops and backtrack along the route that took you here. Continue along the top of the south wall **(7)** to reach Phaelos stealthily.

Unearthing the Truth
Get the Key from Phaelos
Akropolis Sanctuary

At the end of the treasury building's rooftop is a guard on the ground below **(8)**. Drop-assassinate him and continue east for your main target **(9)**. Phaelos is facing you, but you can sneak in a Rush Assassination before your cover is blown. Take the **chest key** (quest item) from his dead body.


Unearthing the Truth
Get the Key from Phaelos
Parthenon

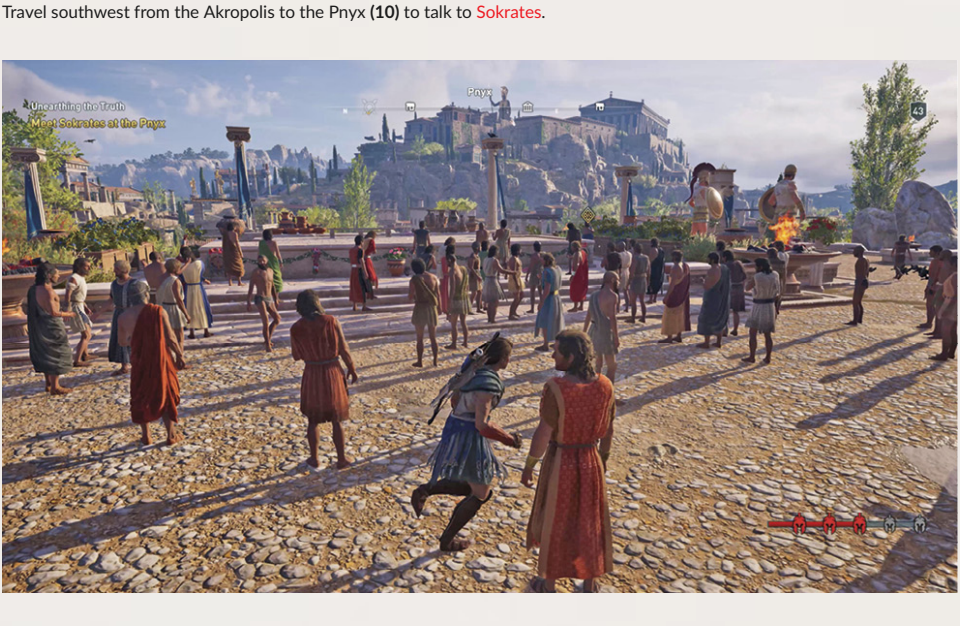
Find Proof of Kleon's Corruption

Following the same route, return to the backyard **(5)** with the locked chest. Open the locked chest using your newly acquired key. You'll receive **Kleon's papyrus** (quest item), a **snake staff**, and **reinforced leather gloves**.

Unearthing the Truth
Find proof of Kleon's corruption
Meet Sokrates at the Pnyx
Propylea
Kleon's Papyrus
Snake Staff
Reinforced Leather Gloves

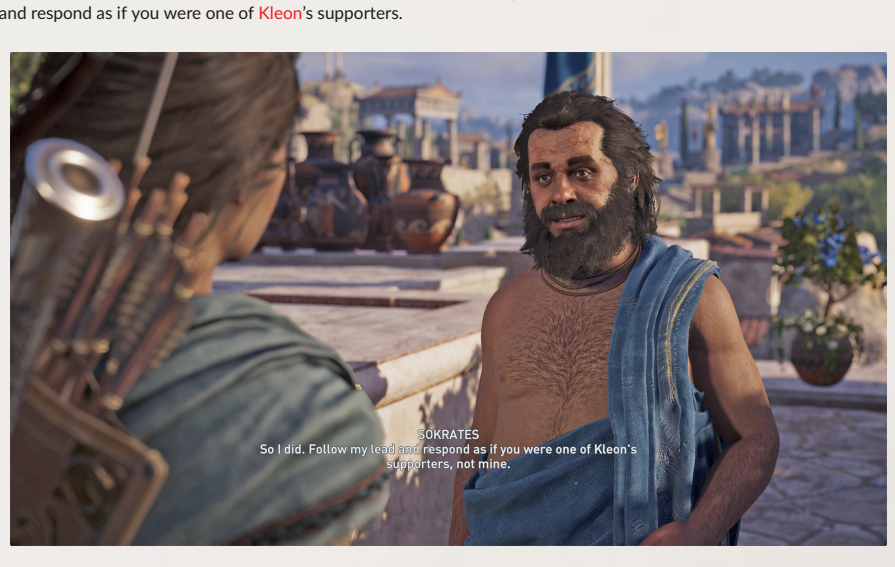
Meet Sokrates at the Pnyx

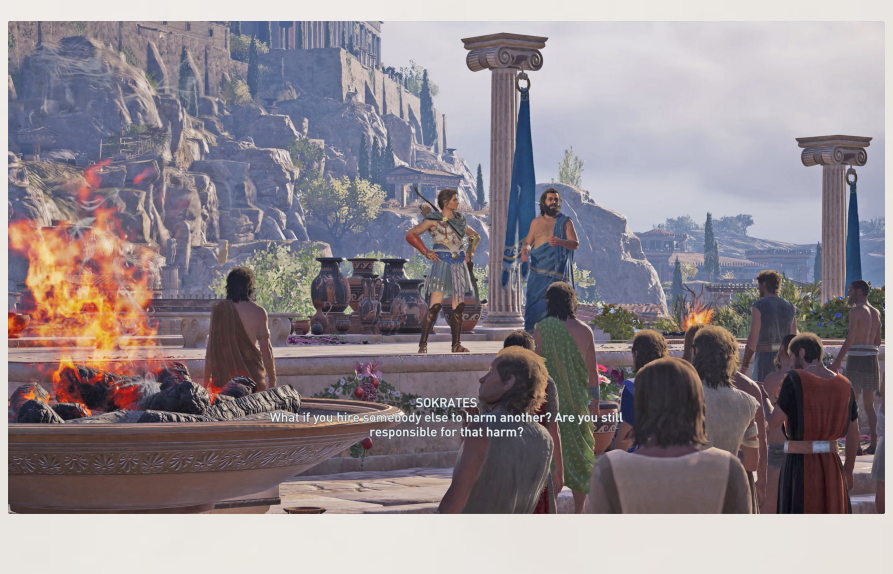
Travel southwest from the Akropolis to the Pnyx **(10)** to talk to Sokrates.



Conversation with Sokrates

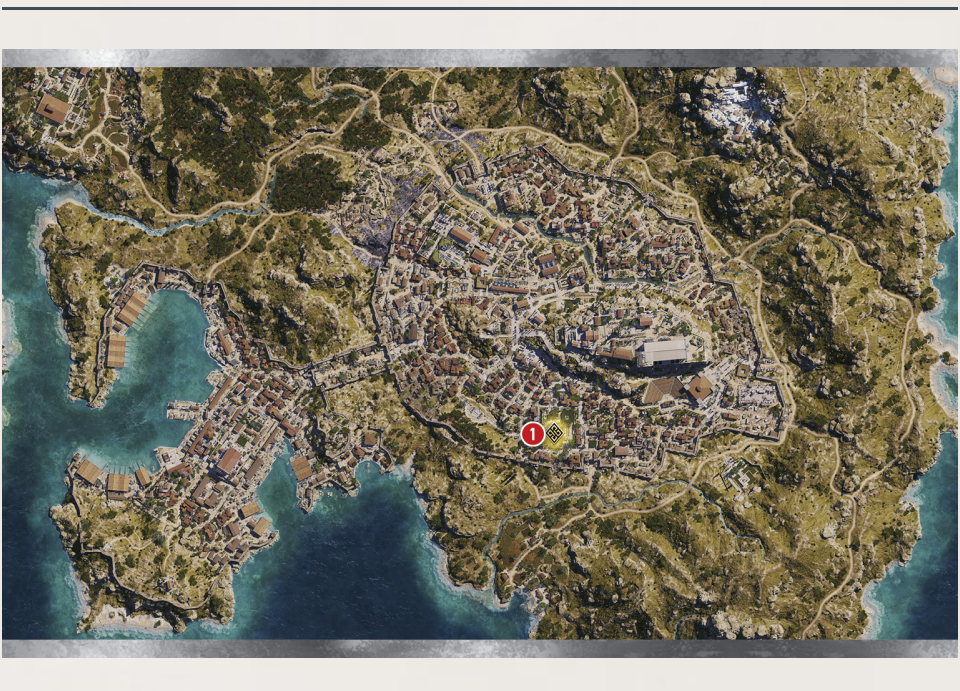
Sokrates is about to give a speech that should change the public's minds about Kleon. You hand him the evidence of corruption you found at the Akropolis. Tell him **you'll join him** on stage for the speech. He tells you to follow his lead and respond as if you were one of Kleon's supporters.


SOKRATES
So I did. Follow my lead and respond as if you were one of Kleon's supporters, not mine.


SOKRATES
What if you hired somebody else to harm another? Are you still responsible for that harm?

Once on stage, answer **"Of course I'm not!"** to the first question about being responsible for harm if hiring someone else to harm another. Next, he asks you whom should you trust—the many, or the one who has more expertise. Answer **"I decide with the crowd."** Lastly, say **"I'd find someone new"** to follow if that person on top had lied to the people. When Sokrates starts to lose the crowd's attention, you break it down for them. Kleon has lied to get the votes needed to attack Mytilene. After the speech you can tell Sokrates **"I hope so"** or **"It did seem to work,"** concerning the crowd's ability to deny the truth.

The Knights



RECOMMENDED LEVEL: 41

PREREQUISITE: Complete *Unearthing the Truth* and *A-Musing Tale*

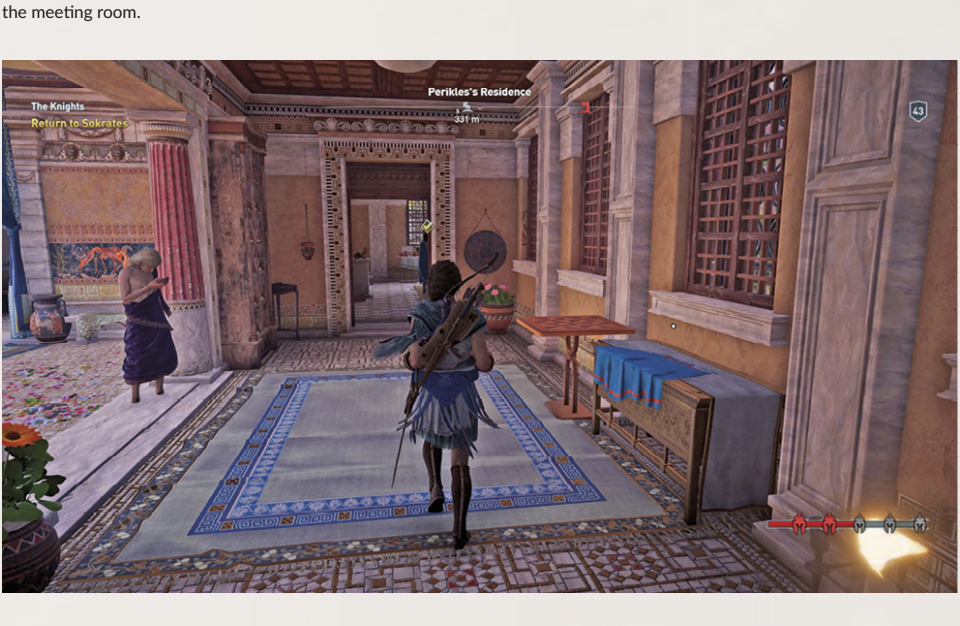
UNLOCKS: *We Will Rise*

STORY: With the play complete and the people aware of Kleon's plans for Mytilene, you return to Sokrates to find out what the next step is.

Return to Sokrates

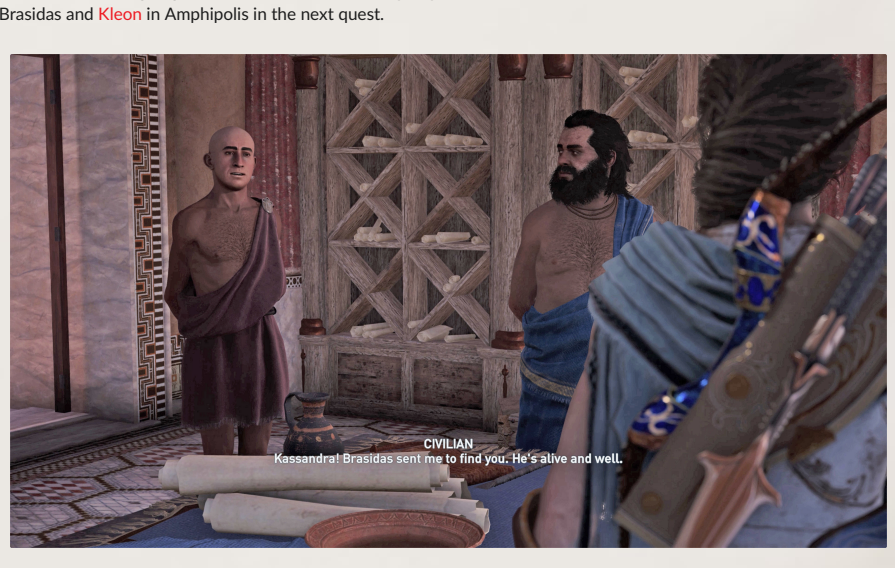
ATTIKA: GREATER ATHENS

When you have completed Unearthing the Truth and A-Musing Tale, return to Perikles's residence **(1)** and talk to Sokrates in the meeting room.


The Knights
Return to Sokrates
Perikles's Residence

Conversation with Sokrates

Sokrates, Aristophanes, and Barnabas are at the meeting. Aristophanes boasts about how well the play went, stating that Kleon has lost much of his popularity. Sokrates says Kleon's been spotted heading to Amphipolis to redeem himself. A civilian enters the room and tells you that Brasidas lives and is in Amphipolis preparing for battle. Sokrates asks what you are going to do. You should reply **"I'm going to help Brasidas."** No matter your answer, you will find Brasidas and Kleon in Amphipolis in the next quest.

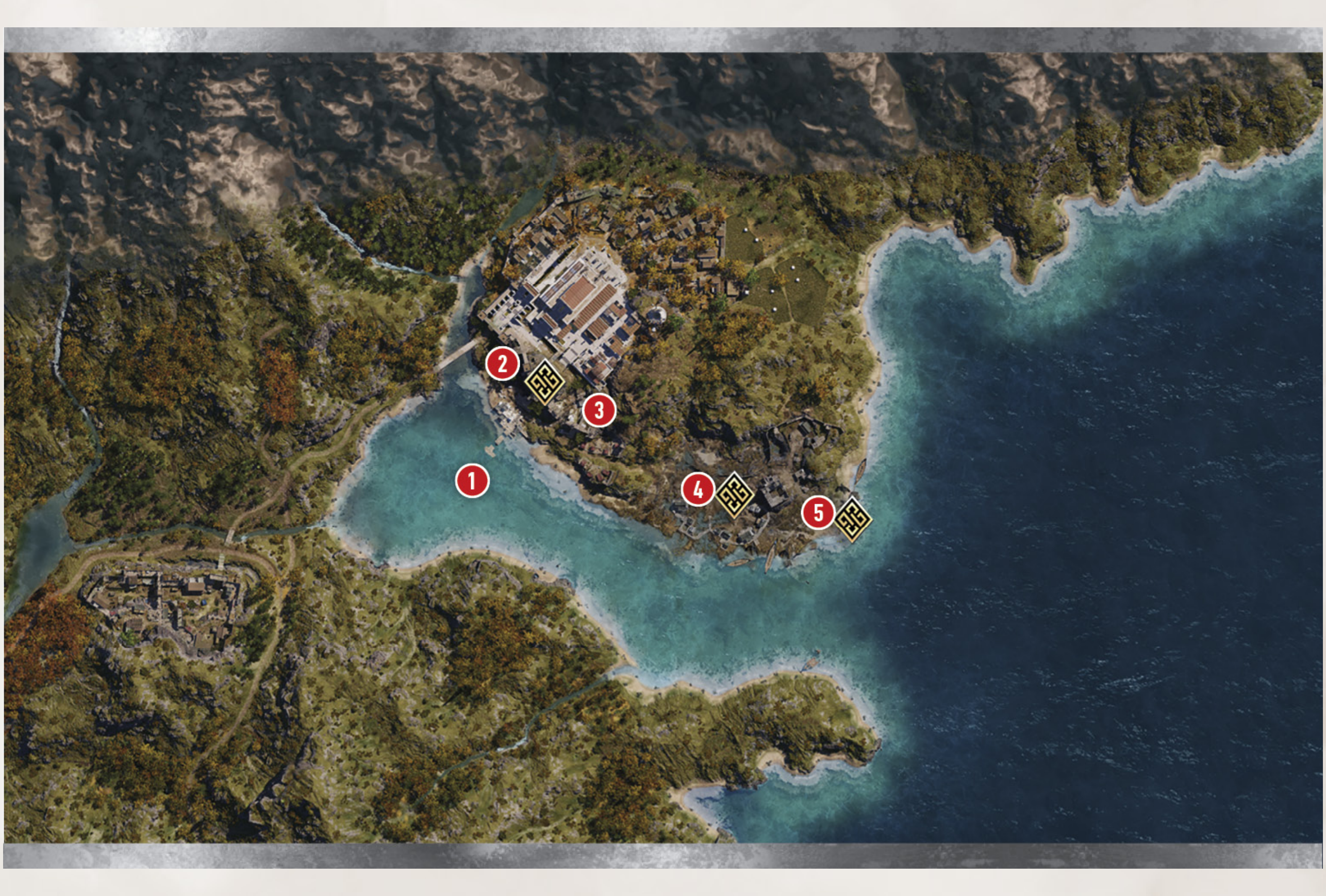

CIVILIAN
Kassandra! Brasidas sent me to find you. He's alive and well.

SOKRATES
So what are you going to do?

MAKEDONIA

BATTLE OF AMPHIPOLIS

WE WILL RISE



RECOMMENDED LEVEL: 41

PREREQUISITE: Complete *The Knights*

UNLOCKS: *Where It All Began*

STORY: In a move to rally the Athenians, Kleon left safety to lead an army to reclaim Amphipolis from the Spartans. You need to make this Kleon's last campaign.

TALK TO BRASIDAS IN AMPHIPOLIS

MAKEDONIA: ROOTS OF AN EMPIRE

Find the nearest ship dock and call the Adrestia. Travel north to Makedonia's western shores and dock the ship **(1)**. Climb the scaffold and find a winch to kick to send you to the top of Amphipolis's defensive wall. Brasidas **(2)** is outside with other soldiers.

We Will Rise
Talk to Brasidas in Amphipolis
471 m
43

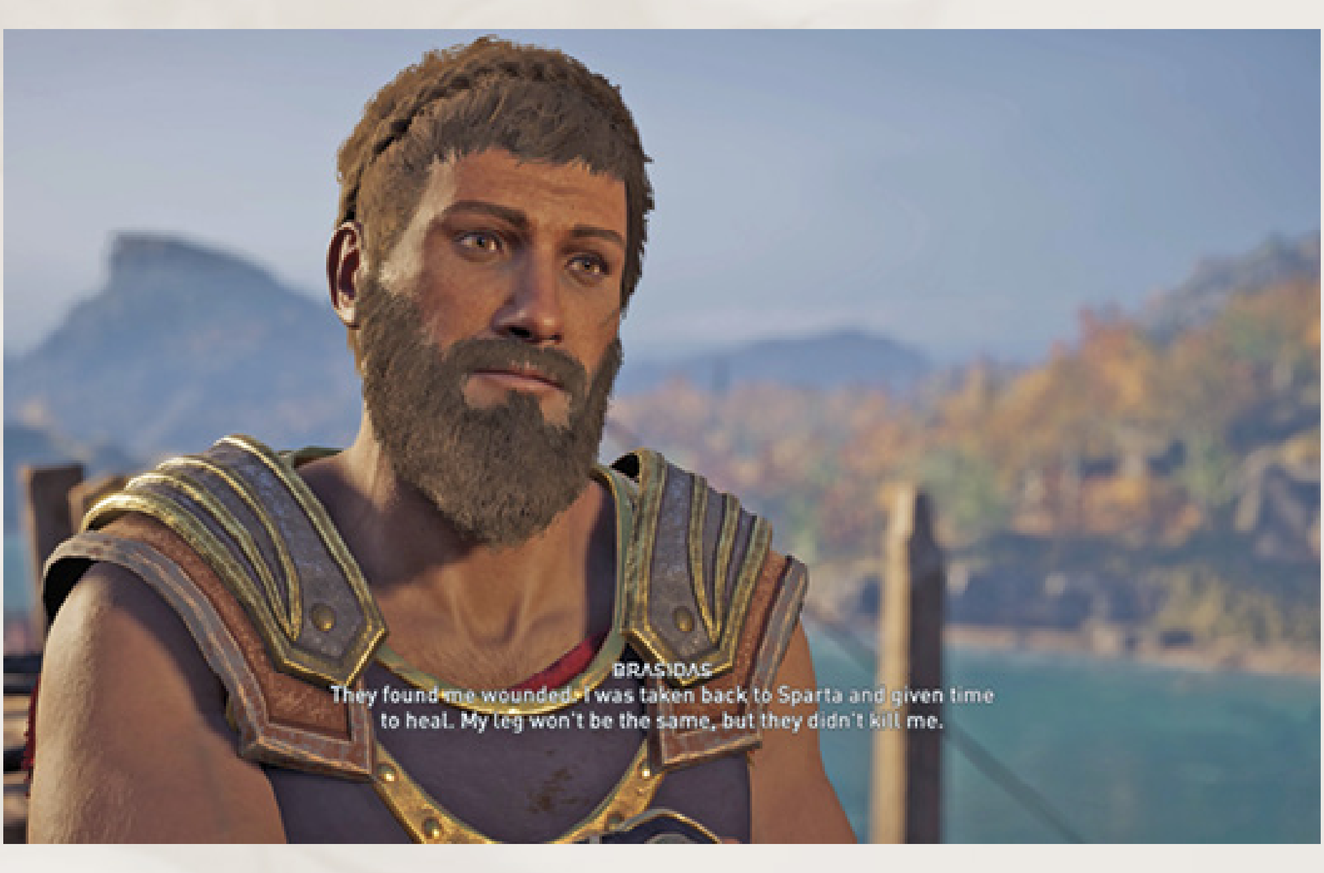
We Will Rise
Talk to Brasidas in Amphipolis
43

Conversation with Brasidas

You greet Brasidas, and his reaction to you depends on if you always sided with him when it came to assassinations (The Monger and Lagos). If you are on good terms, then he welcomes you and tells you it's good to see you. If on not so good terms, he turns his back to you while mentioning it looks like you got his message. Either way he talks about his leg injury in Pylos.

BRASIDAS
Alexios. Good to see you - alive. Pylos didn't go as planned.

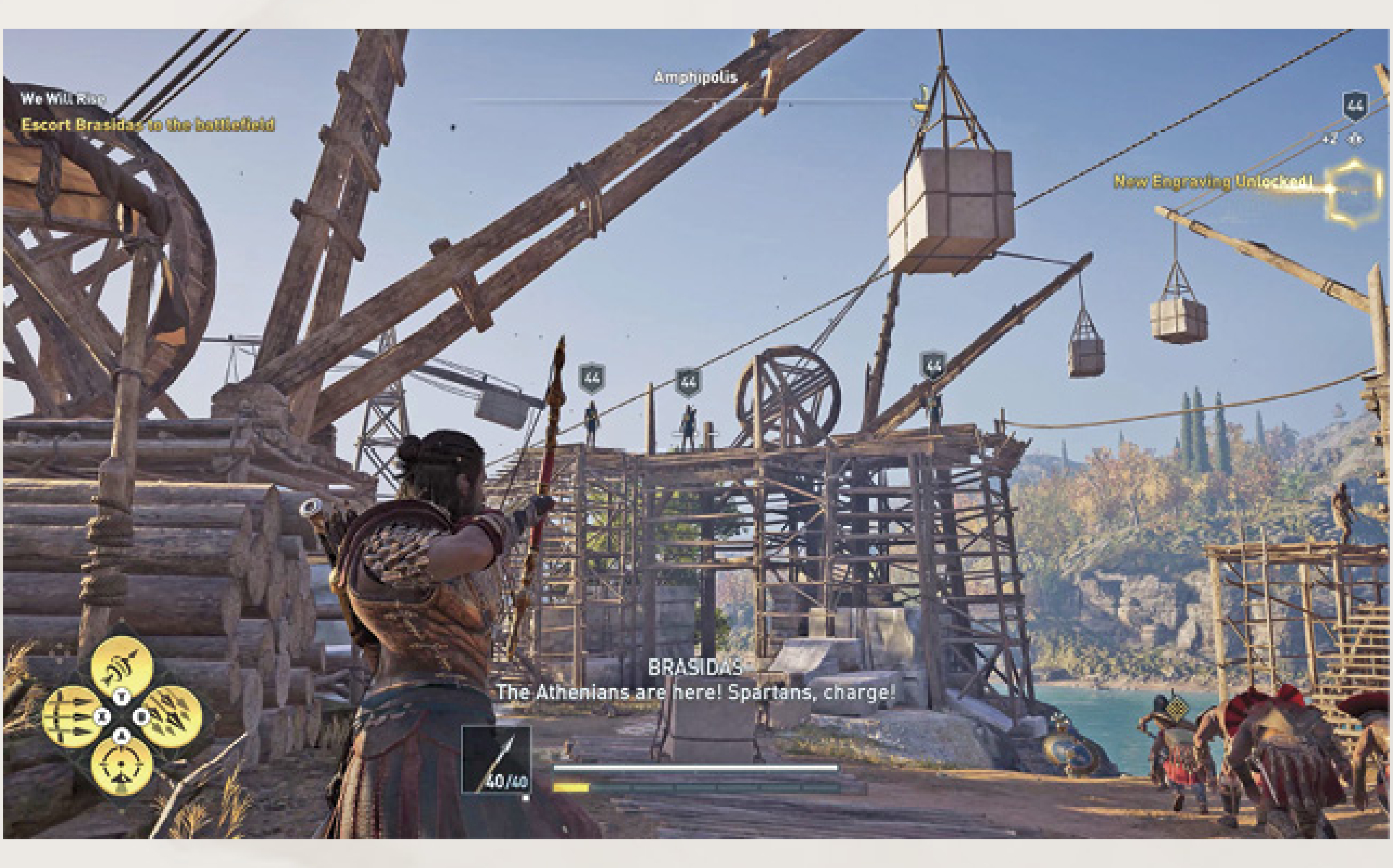
You can ask Brasidas **"What happened to you after Pylos?"** or **"Where's Kleon?"** If things are not so good between you, Brasidas will mention that you left the battle. If things are hunky-dory then he'll react more optimistically and mention "...but they didn't kill me." Brasidas tells you that Kleon is here in Amphipolis actually fighting beside his men.


BRASIDAS
They found me wounded. I was taken back to Sparta and given time to heal. My leg won't be the same, but they didn't kill me.

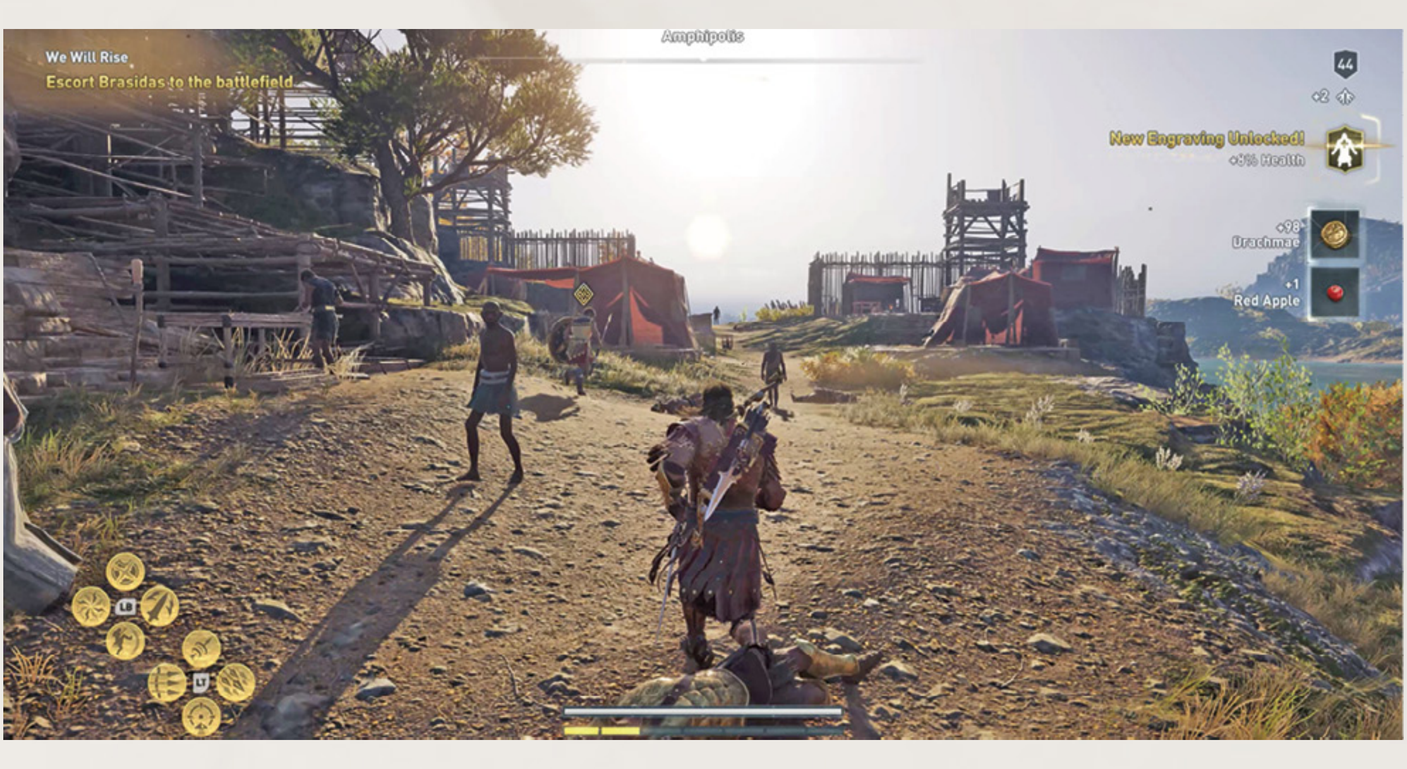
If you are on Brasidas's bad side, then you can continue by selecting **"Let's get going,"** and if you are on his good side then say **"It's time to strike."** You notice something is bothering him if you are on his bad side.

ESCORT BRASIDAS TO THE BATTLEFIELD

Follow Brasidas and his troops down to the construction site **(3)** and use your bow to mark the archers on top of the scaffolding near the cranes. Begin taking out archers with your own arrows and some special abilities.


We Will Rise
Escort Brasidas to the battlefield
Amphipolis
44
New Engraving Unlocked!
BRASIDAS
The Athenians are here! Spartans, charge!
40/40

Help Brasidas and his troops defeat all the Athenian solders in the area and then follow Brasidas down to the dock to clear out the remaining threat. After the area is clear he heads southeast to the battlefield (4). Follow him there.


We Will Rise
Escort Brasidas to the battlefield
Amphipolis
44
New Engraving Unlocked!
+1% Health
Drachmae
Red Apple

JOIN THE FIGHT AGAINST THE ATHENIANS

Once on the battlefield **(4)**, destroy Athenians attacking you in the beginning, but always be on the lookout for captains to kill. After you kill a few captains and a polemarch, Deimos makes an appearance again. Deimos unfortunately puts Brasidas's head on a pike no matter how your relationship was with him.

In the same cinematic, you block Deimos's weapon from hitting you just as Kleon shoots an arrow into Deimos's back, knocking Deimos to the ground.

KILL KLEON

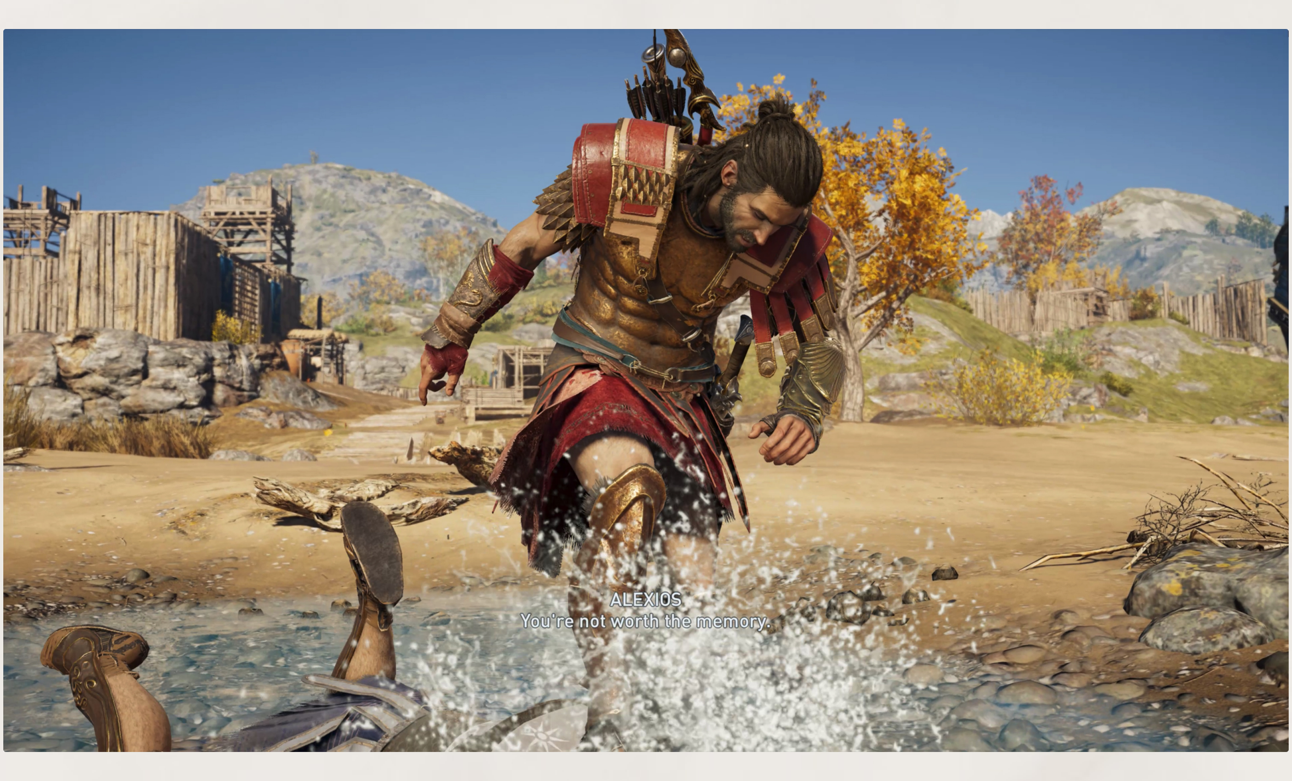
There's no time to loot the dead. Follow Kleon to the shoreline **(5)** and send arrows his way to soften him up as you approach him. He's not much of a match for you. Finish him off quickly. Talk to him before the final assassination move.

We Will Rise
Kill Kleon
44
64102
KLEON
This isn't your fight, Alexios!
26/40

Conversation with Kleon

You enter an automatic conversation with Kleon when you drain his health meter. He asks for mercy. You yell at him about how he has turned Deimos against the family. Kleon suggests you join Deimos and fight side by side. He says, "My hands are empty—have pity!" You have a choice of how to assassinate him: Say **"I'll kill you mercifully"** and you'll break his neck quickly, or choose **"I'm going to kill you slowly"** and you'll drown him with your foot on the back of his head.

KLEON
I beg you! This world is severed, Alexios, and we'll unite it!


ALEXIOS
You're not worth the memory.

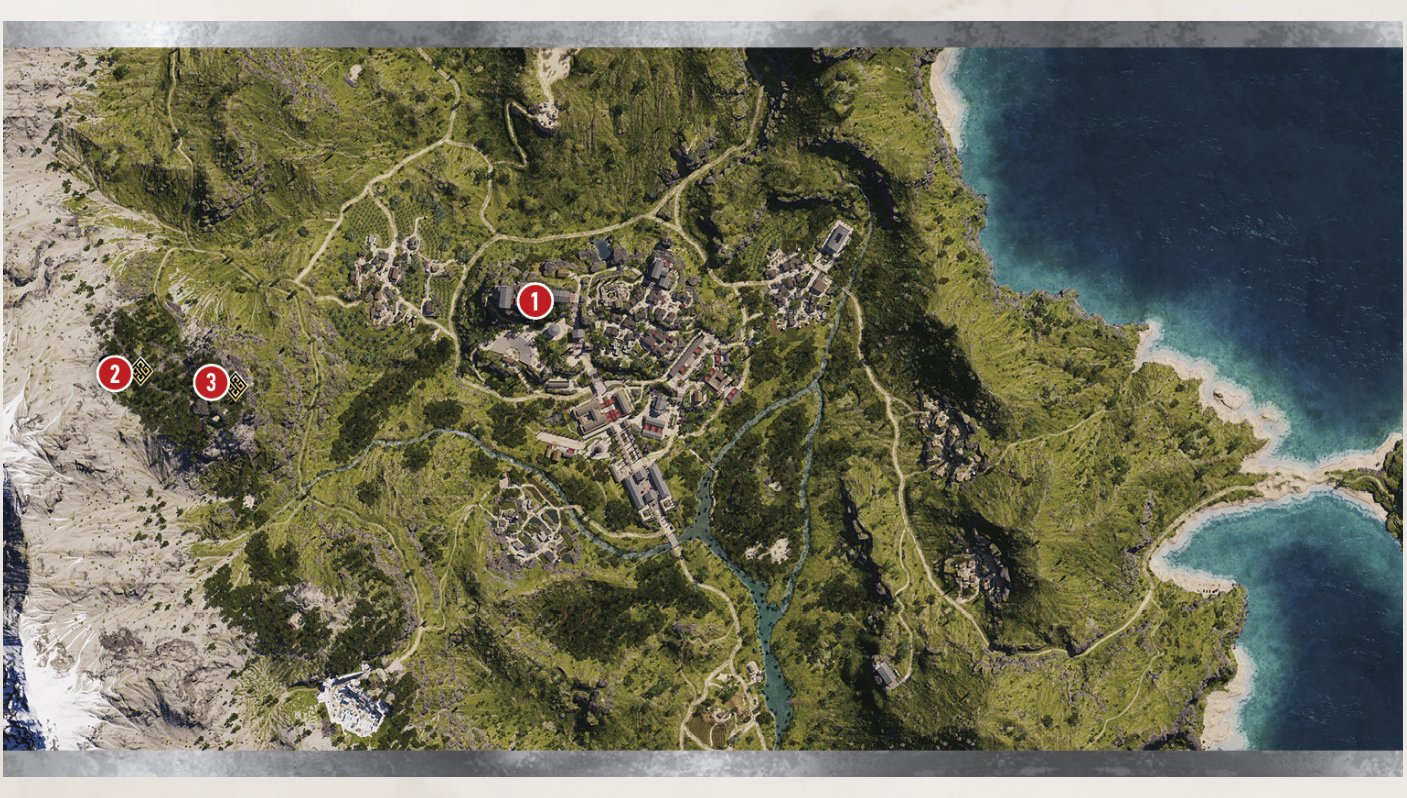
The quest ends when Kleon is dead. He was both a leader and a cultist. You earn **Paris's bow**, a good amount of XP, a cultist clue (**The Ghost's whisper to Kleon**), and an **artifact fragment** (quest item). *Where It All Began* unlocks.

We Will Rise
43
LEADER DEFEATED
Kleon the Everyman
Leader Slayer
Kill 10 Leaders
4
10
The Ghost's whisper to Kleon
CULTIST CLUE
Artifact Fragment
QUEST ITEMS
Paris's Bow
ATTIKA
Nation leader defeated
-200 Nation Power
Carry
KASSANDRA
That's it, then. Myrrine will want to know Kleon is dead.

LAKONIA

HOMECOMING

Where It All Began



RECOMMENDED LEVEL: 43

PREREQUISITE: Complete *We Will Rise*

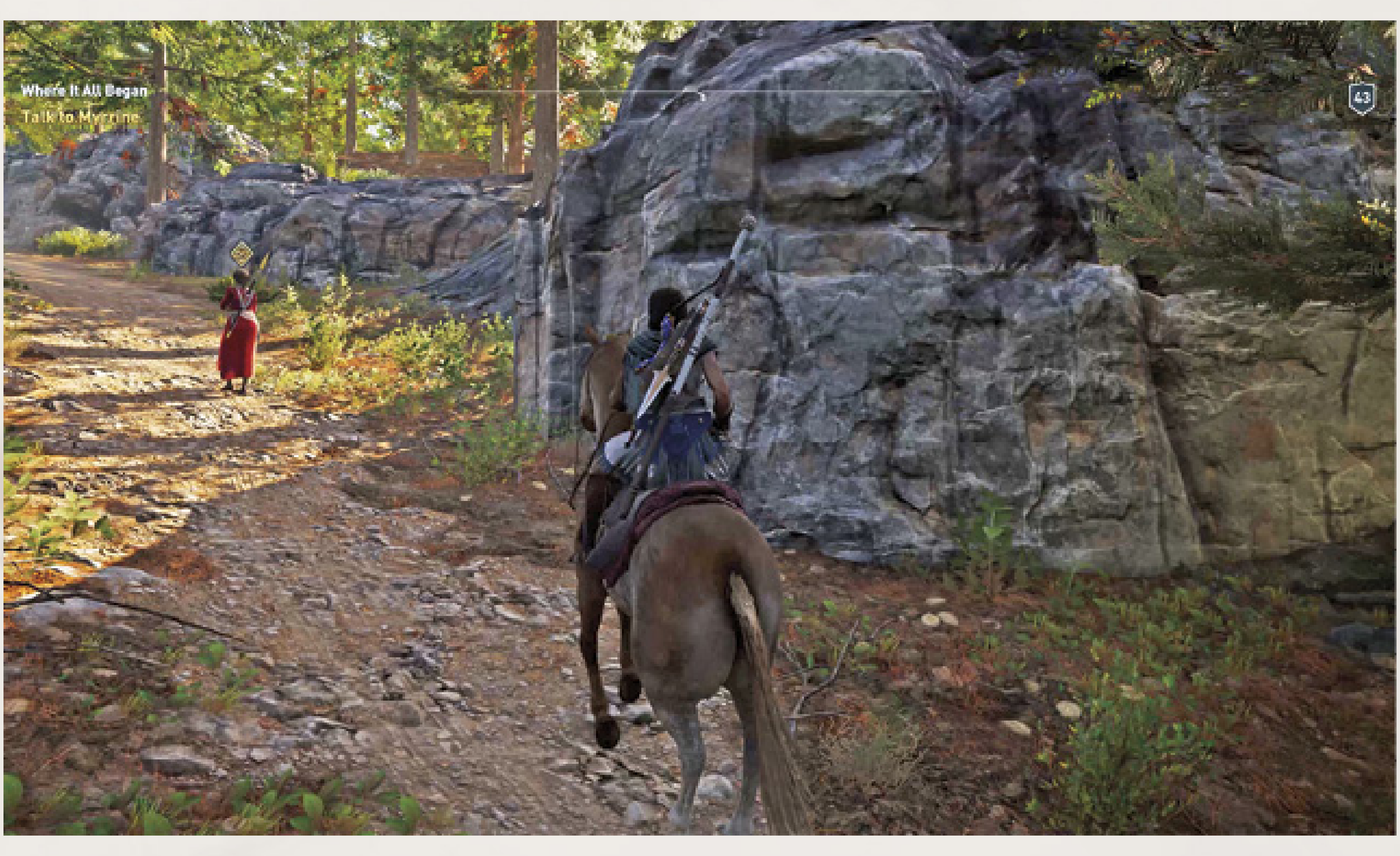
UNLOCKS: *Dinner in Sparta*

STORY: Angry and battle-weary, you return to Myrrine in Sparta. Many of those you loved have been killed by your enemies. For you to move forward, you have to face your greatest nemesis—your past.

Talk to Myrrine

LAKONIA: CHASM OF TAYGETOS

Fast-travel to Sparta (1) and ride west to find Myrrine (2) on a mountain road, waiting for you.

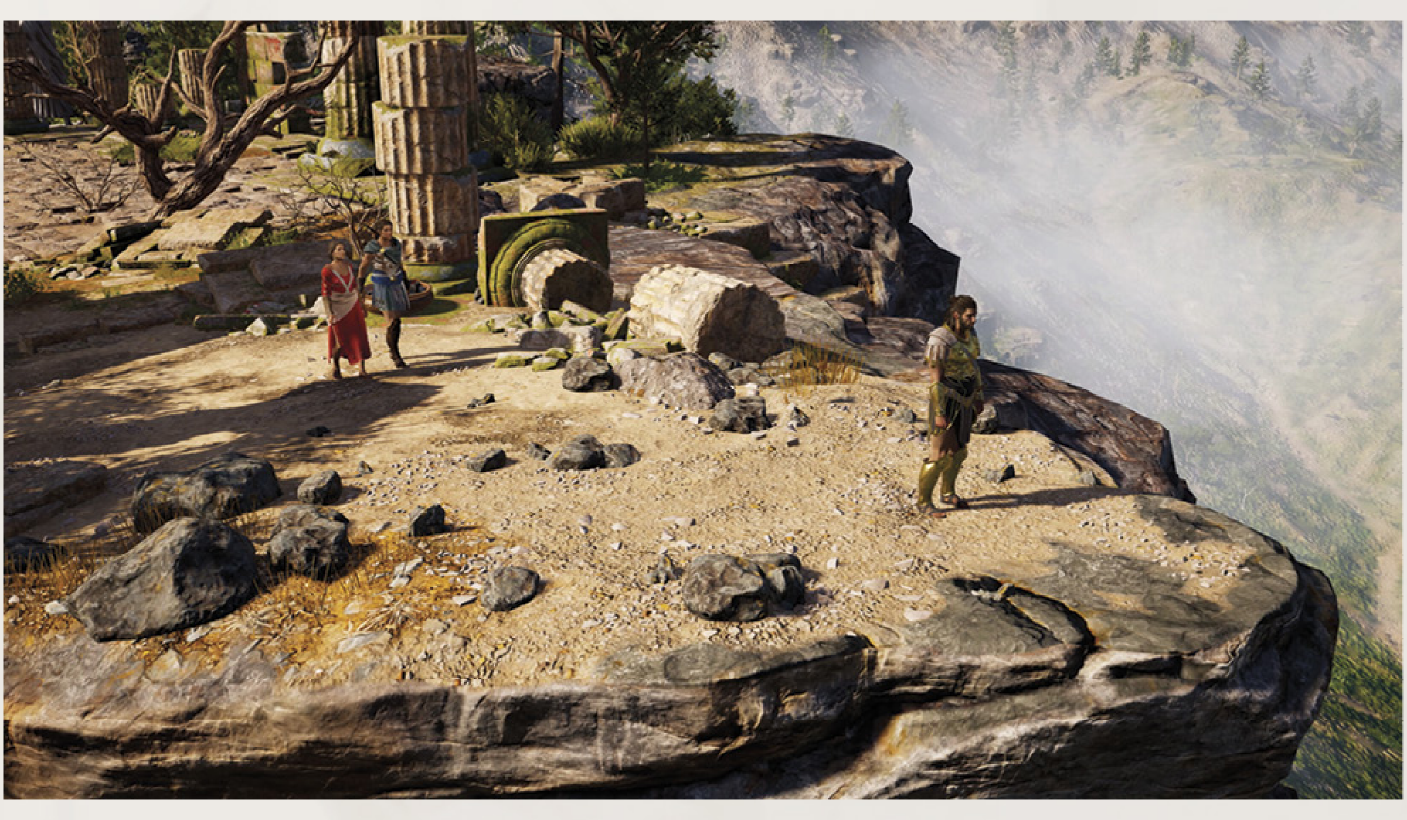


Conversation with Myrrine

Myrrine misses you and expresses as much when she sees you. You break the news to her about Deimos killing Brasidas in battle. She asks about Deimos. You can tell her either **"Deimos might be dead"** or **"Deimos might be alive";** those are glass-half-full-or-half-empty answers, so either works. You tell her about Kleon's arrow in Deimos's back and that you took care of Kleon. You also tell her you need to go to Mount Taygetos, where it all began. She agrees to go with you.

Escort Myrrine to the Cliff's Edge

Follow Myrrine as she leads the way to the cliff **(3)** where all this began. When you reach the cliff's edge you find Deimos there waiting.



THE HAPPY FAMILY ENDING

Although this conversation with Deimos determines if you have successfully done everything as we suggested to get the happy family ending, there is only one question left to convince Deimos to leave the cult. If you select the correct answer but terrible things happen, then you did not earn enough trust with Deimos and there's nothing you can do about it at this point but try again.

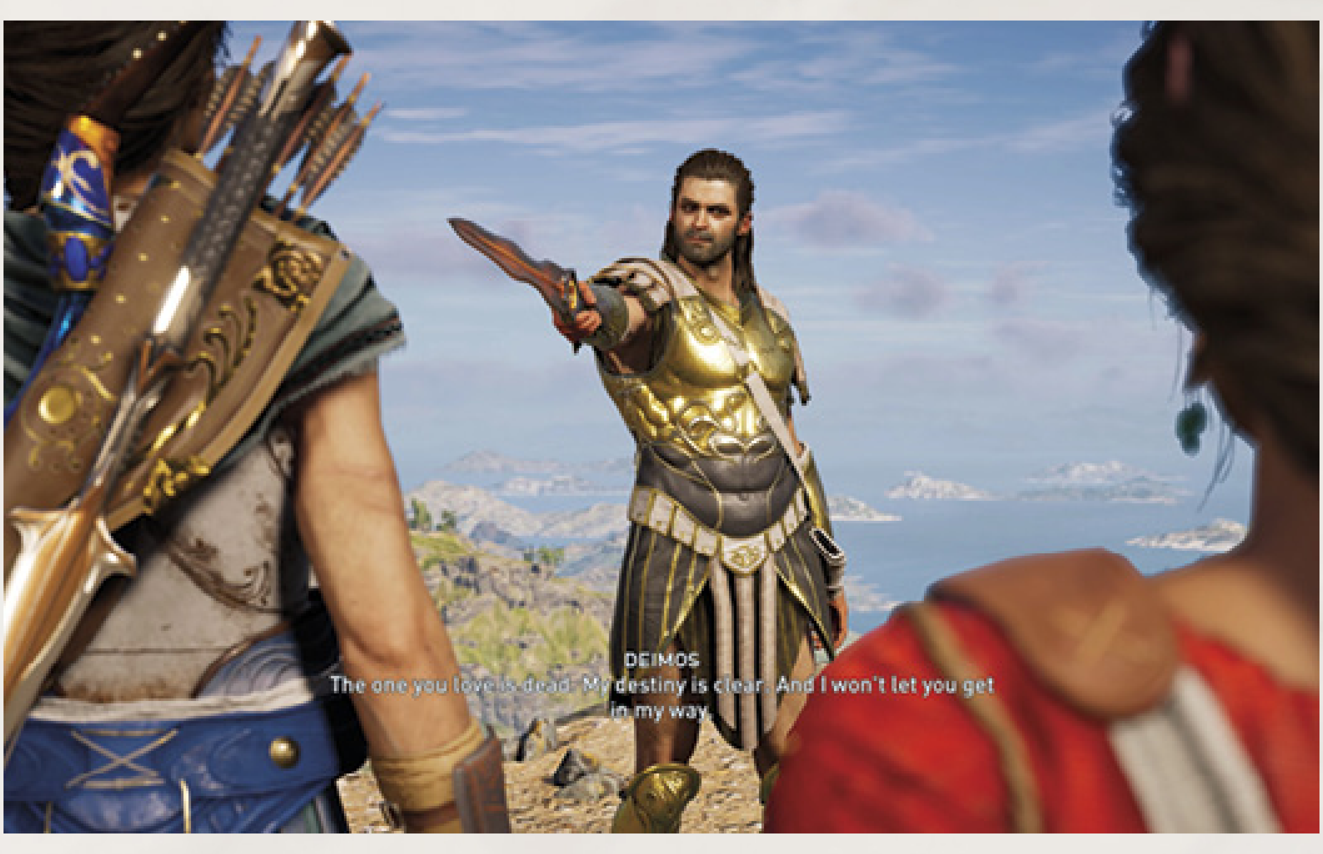
Conversation with Deimos

Deimos first attacks Myrrine while Myrrine begs you to listen. She tells Deimos that the priests told her the baby was dead. She asks Deimos to come to her. Now, one of two things will happen in Deimos's next line. It's bad if Deimos says "The cult is my family. The battlefield is my home." Or Deimos says, "My sword is my family. The battlefield is my home." This is good. It means Deimos will leave the cult.

MYRRINE
It's the name your father and I gave you.

DEIMOS
Why don't you tell our mater the truth?

You now tell Myrrine that the cult has poisoned Deimos's mind. Deimos says, "Promised to bring me back to mater did you?" and "Why don't you tell our mater the truth?" Deimos proclaims to be the chosen one—the one with a destiny who will bring order to the world. Deimos calls you a mercenary with a broken spear. Respond **"You don't need the cult"** or **"The cult is using you."**


DEIMOS
The one you love is dead. My destiny is clear. And I won't let you get in my way.

Deimos continues to verbally attack you, and things don't look like they are on target, but you proclaim that you want what you've always wanted—your family. Deimos then tells the lion cub story. Then Myrrine professes her love for Deimos. Deimos challenges you. This is your last chance to win Deimos over. Select **"I don't want to fight you"** instead of **"You won't leave this mountain alive."**

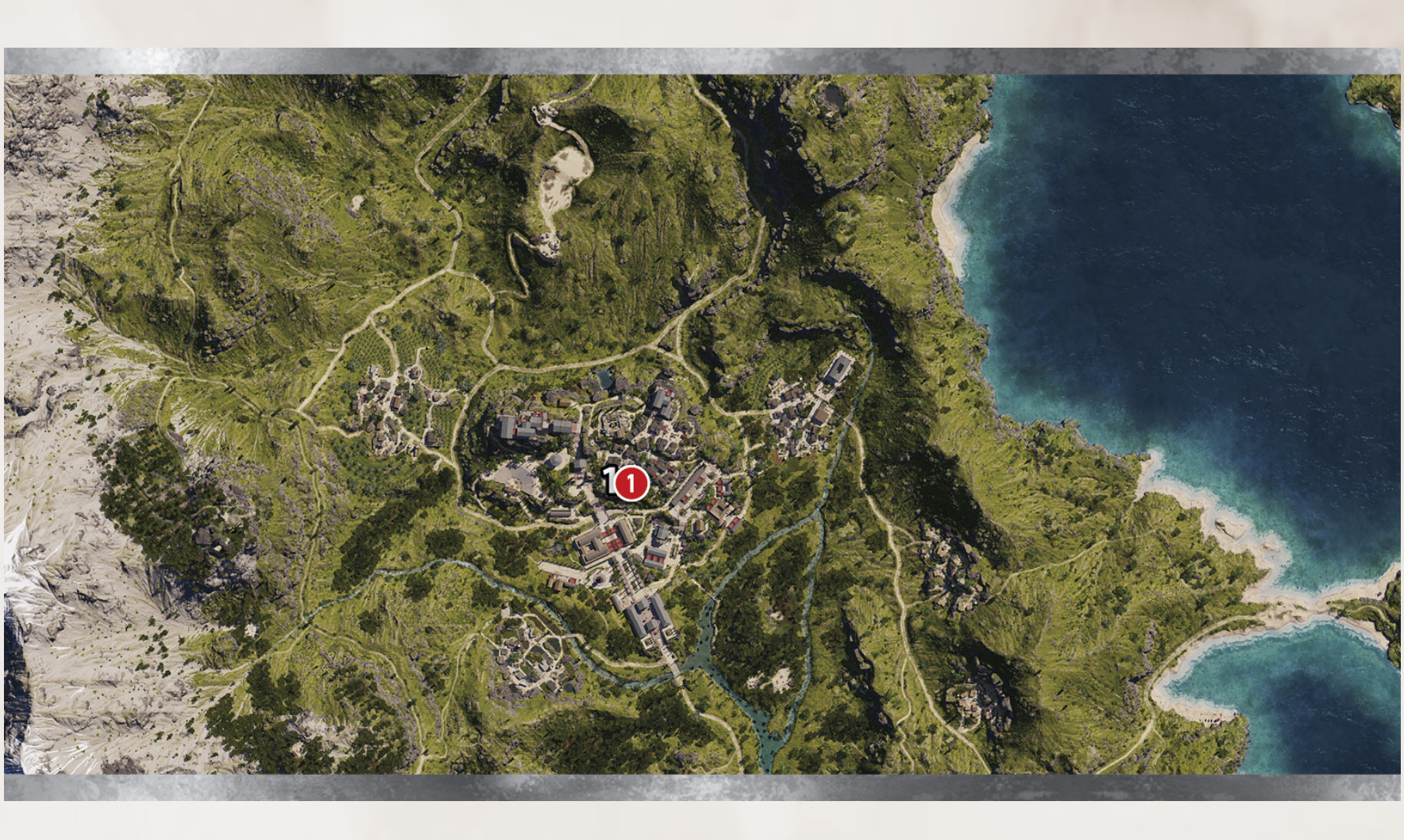
Deimos lunges at you with sword in hand and you hold out the Spear of Leonidas as an offering from your grandfather. If Deimos grabs your mother, then you reach an alternative ending. If Deimos instead reaches for the spear, then you've finally achieved the happy family ending. They eventually end up in a group hug. Otherwise you are fighting Deimos to the death over your mother's dead body.

Upon completion of the quest, you receive Deimos's gear: **Demigod's chestplate, Demigod's boots, Sword of Damokles, Demigod's belt**, and **Demigod's bracers**. Deimos was one of the biggest cultists, so you also earn a cultist clue (**The Ghost's whisper to Deimos**). You appear in front of your Sparta home and Dinner in Sparta unlocks.

ATTIKA

EPILOGUE

Dinner in Sparta



RECOMMENDED LEVEL: 43

PREREQUISITE: Complete *Where It All Began*

UNLOCKS: *We Remember*

STORY: After so much tension and strife, you finally find a moment away from your hardships. It is time to relax and sit down for a meal in an unexpected place—your childhood home in Sparta.

Dinner in Sparta
Enter your childhood home

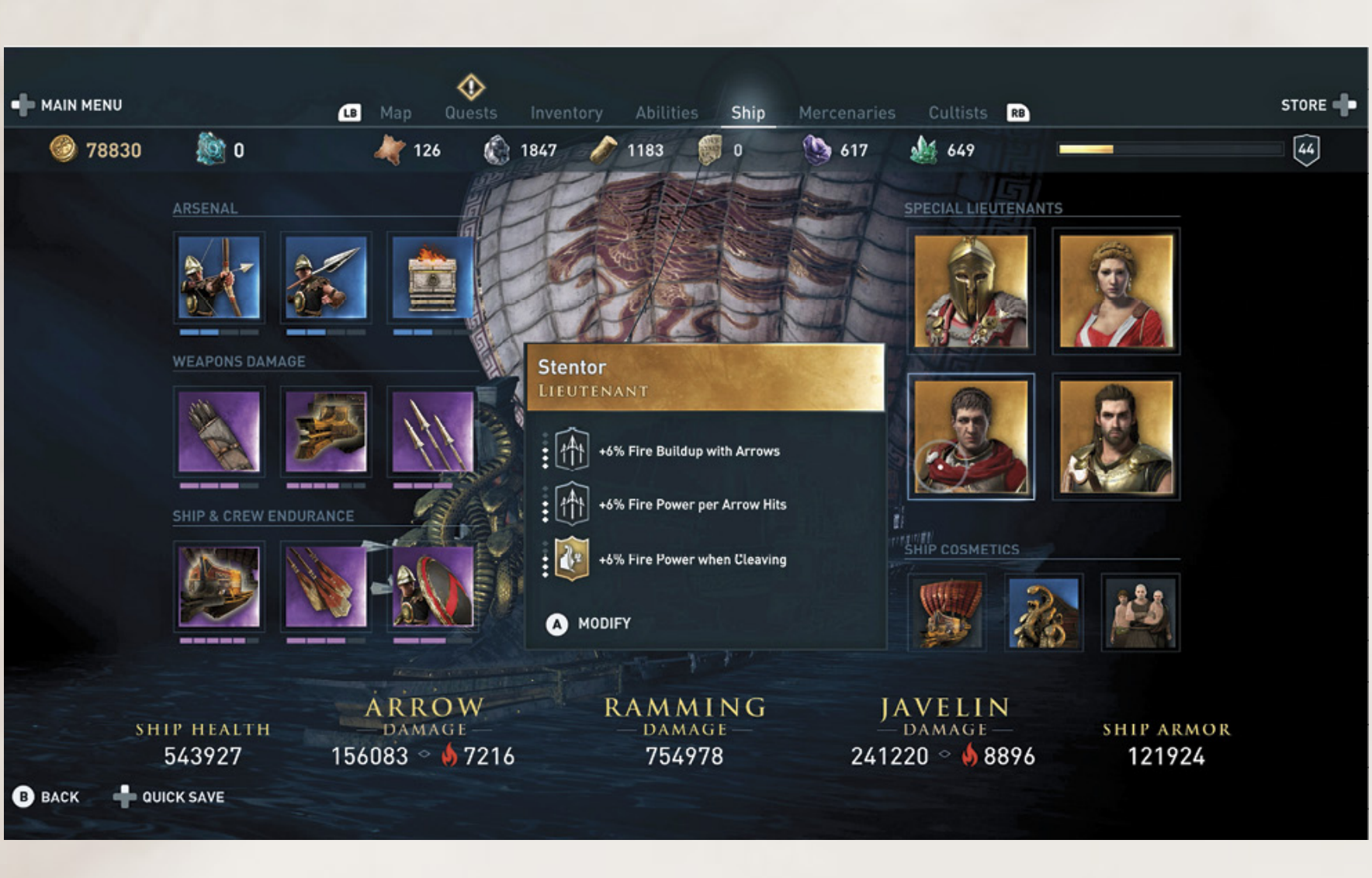
Enter your Childhood Home

LAKONIA: SPARTA

You find yourself outside the front door of your home **(1)** in Sparta as the previous quest (*Where It All Began*) ends.

Inside, you sit with Nikolaos, Stentor, Deimos, and Myrrine. Everyone is enjoying a good meal and the company. Deimos and Stentor get up to wrestle each other, which is your cue to go get more wine.

After the conversation you can access the Ship menu. Notice that Deimos, Myrrine, and Stentor are now crew members. Adjust their positions on the ship to maximize its stats. Completing this quest also unlocks the World & Characters quest *We Remember*, which we cover next.

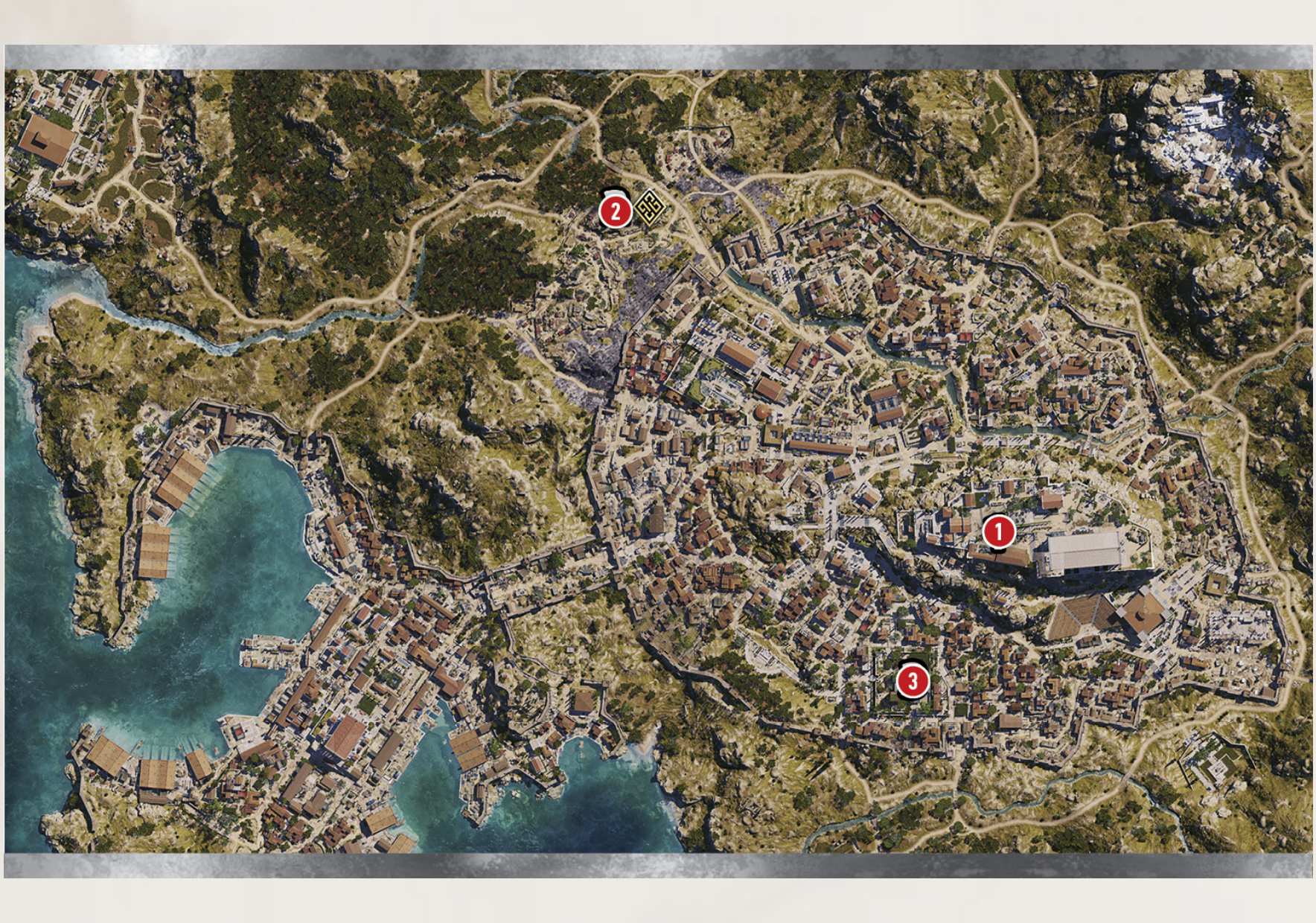

MAIN MENU
Map
Quests
Inventory
Abilities
Ship
Mercenaries
Cultists
STORE
78830
0
126
1847
1183
0
617
649
ARSENAL
WEAPONS DAMAGE
SHIP & CREW ENDURANCE
SPECIAL LIEUTENANTS
SHIP COSMETICS
Stentor
LIEUTENANT
+6% Fire Buildup with Arrows
+6% Fire Power per Arrow Hits
+6% Fire Power when Cleaving
MODIFY
SHIP HEALTH
543927
ARROW DAMAGE
156083
7216
RAMMING DAMAGE
754978
JAVELIN DAMAGE
241220
8896
SHIP ARMOR
121924
BACK
QUICK SAVE

Conversation with Barnabas

Outside you meet your good friend Barnabas. You tell him you can't believe you got the family together. He tells you the gods work in mysterious ways; you can reply **"I did this myself,"** and take all the credit, or **"The gods are watching us"** and continue treating Barnabas as the friend he is. He mentions the others are waiting on the ship

BARNABAS
You're special. Look at the life they've blessed you with! Not so bad, if you think of it all.

We Remember



Recommended Level: 42

Prerequisite: Complete *Dinner in Sparta*

Unlocks: N/A

Story: You and Sokrates have gone through many things together, both good and bad. When you meet once again in Athens, Sokrates insists it's all valuable and worth examining.

Meet Sokrates in the Cemetery of Athens

ATTIKA: ATHENS

This is an Attika World & Characters quest. Fast-travel to the statue of Athena viewpoint **(1)** and then travel northwest out of Athens to find Sokrates **(2)** in the Cemetery of Athens. Talk to him.

We Remember
Cemetery Road
+819 XP
ATTIKA
Nation leader defeated
Sinking a ship

Conversation with Sokrates

Sokrates greets you with a hearty "Behold, I've kept myself alive." He asks you to follow him through the cemetery.

SOKRATES
Then let's pay tribute to them. Though they aren't here now, they were here once. Come with me.

Follow Sokrates

Follow Sokrates as he heads south along a historical location, Cemetery Road, until he stops at a particular grave.

We Remember
Follow Sokrates
Cemetery Road

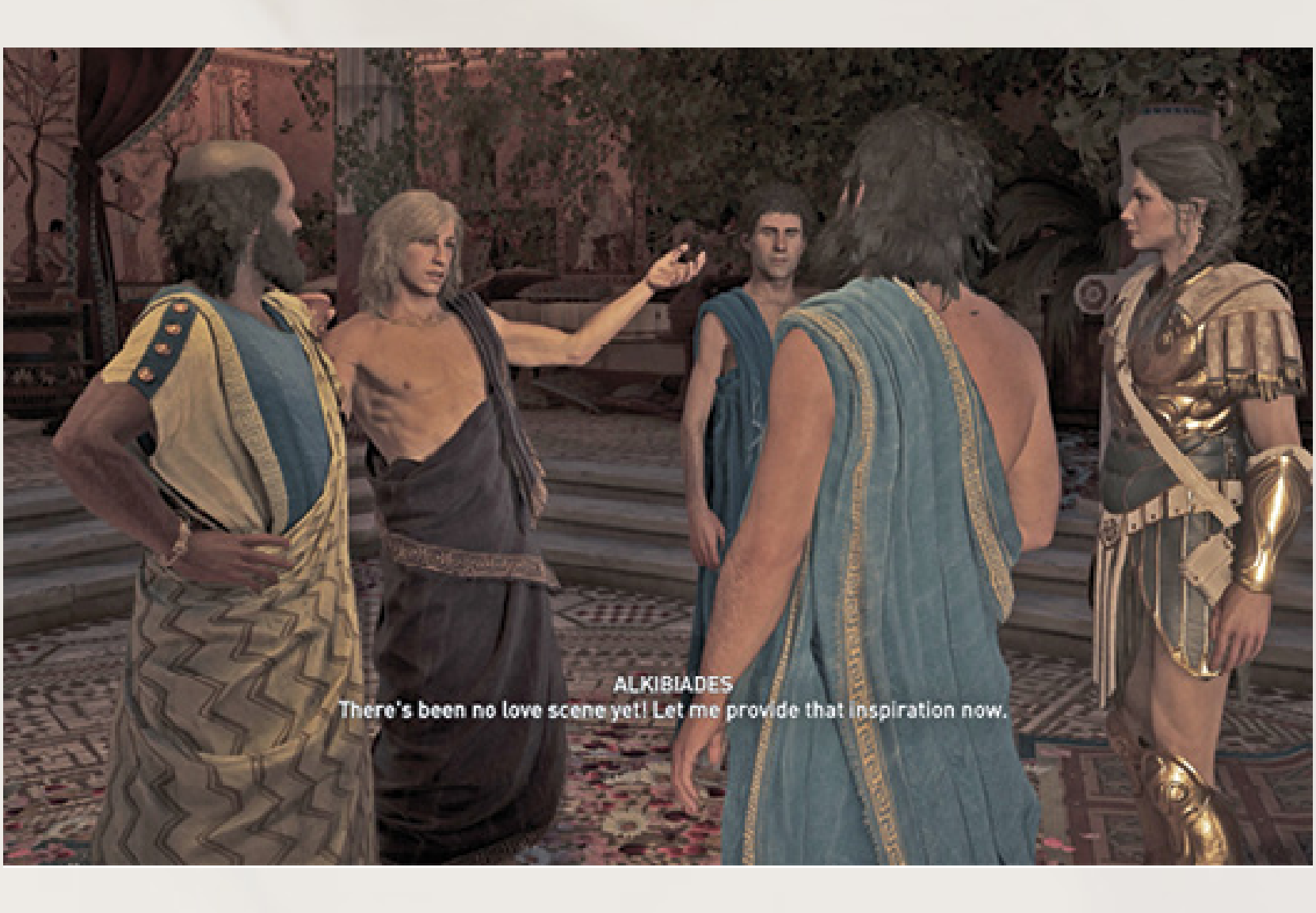
Conversation with Sokrates

Sokrates leads you to Phoibe's grave, which you asked him to help with much earlier in the story. You thank him for the burial she deserved. The conversation moves to Perikles, who is buried in the same cemetery. You can say **"I wish I'd known Perikles better"** or **"Perikles had his reasons."** Either is a fine choice. Brasidas's and Kleon's deaths come up next. The two of you walk off to celebrate with drinks.

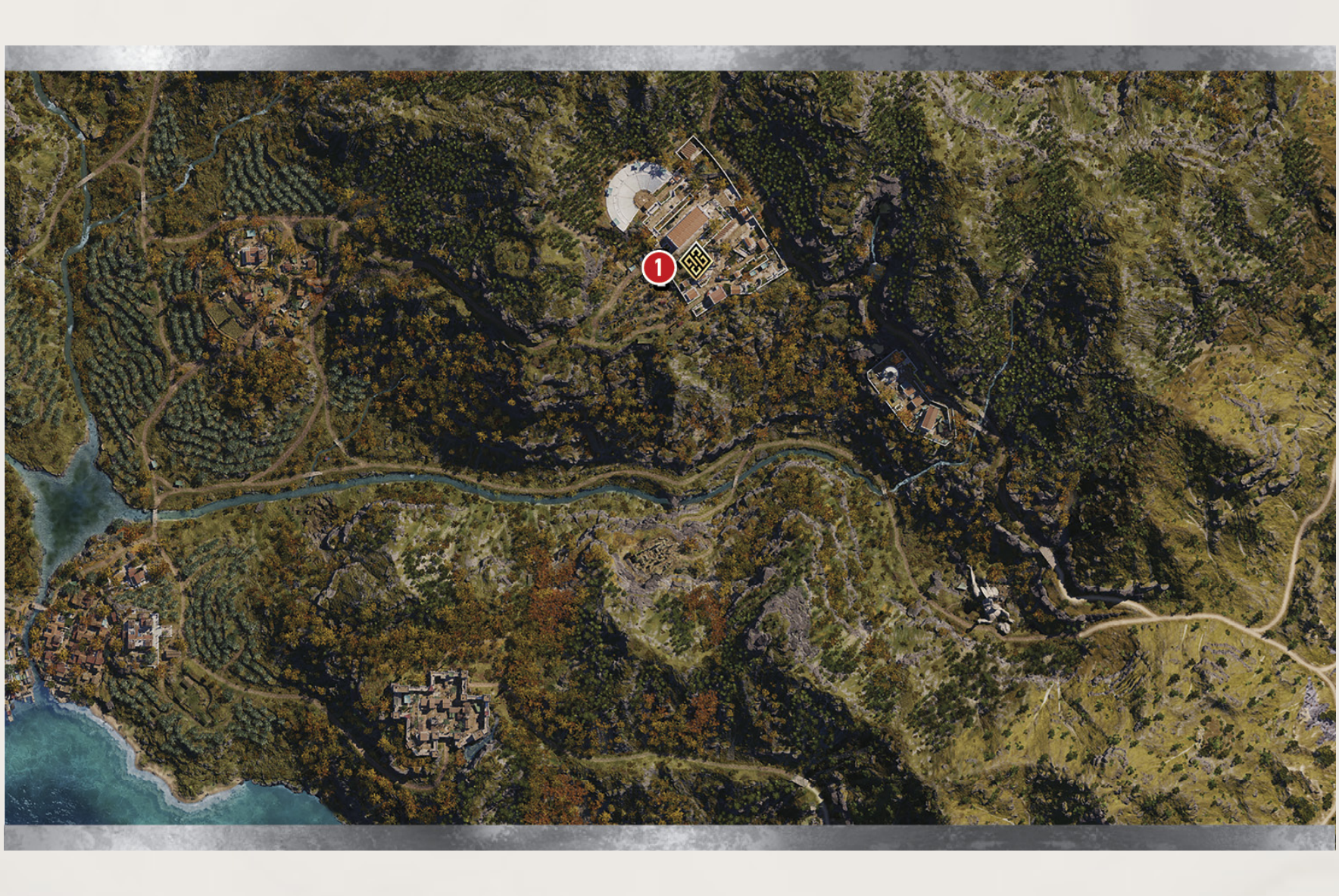
SOKRATES
With the intent to protect her. You were not only her friend, but her guardian.

Conversation with Sokrates, Alkibiades, Aristophanes, and Hippokrates

The party continues in Perikles's residence **(3)** with Sokrates, Alkibiades, Aristophanes, and Hippokrates. During the reunion, Alkibiades comments on how you took out The Monger. You can select to drink to the following: **"To us!," "To progress,"** or **"To Athens!"** Alkibiades hits on Sokrates before the conversation and quest end.


ALKIBIADES
There's been no love scene yet! Let me provide that inspiration now.

A Fresh Start



Recommended Level: 44

Prerequisite: Defeat all but one of the cultists

Unlocks: N/A

Story: With one cultist left alive, it's time for you to fulfill your vow. To find the cultist, you are called to the place where you learned of their existence. You'll have to go back to where it all began.

Enter the Cult of Kosmos's Lair

PHOKIS: GRAND MOUNT PARNASSOS

When you've killed all but one cultist, return to Phokis and enter the Cult of Kosmos's lair **(1)** under the Temple of Apollo.

A Fresh Start
Enter the Cult of Kosmos's lair
Sanctuary of Delphi
SET MARKER
STATIONARY MODE

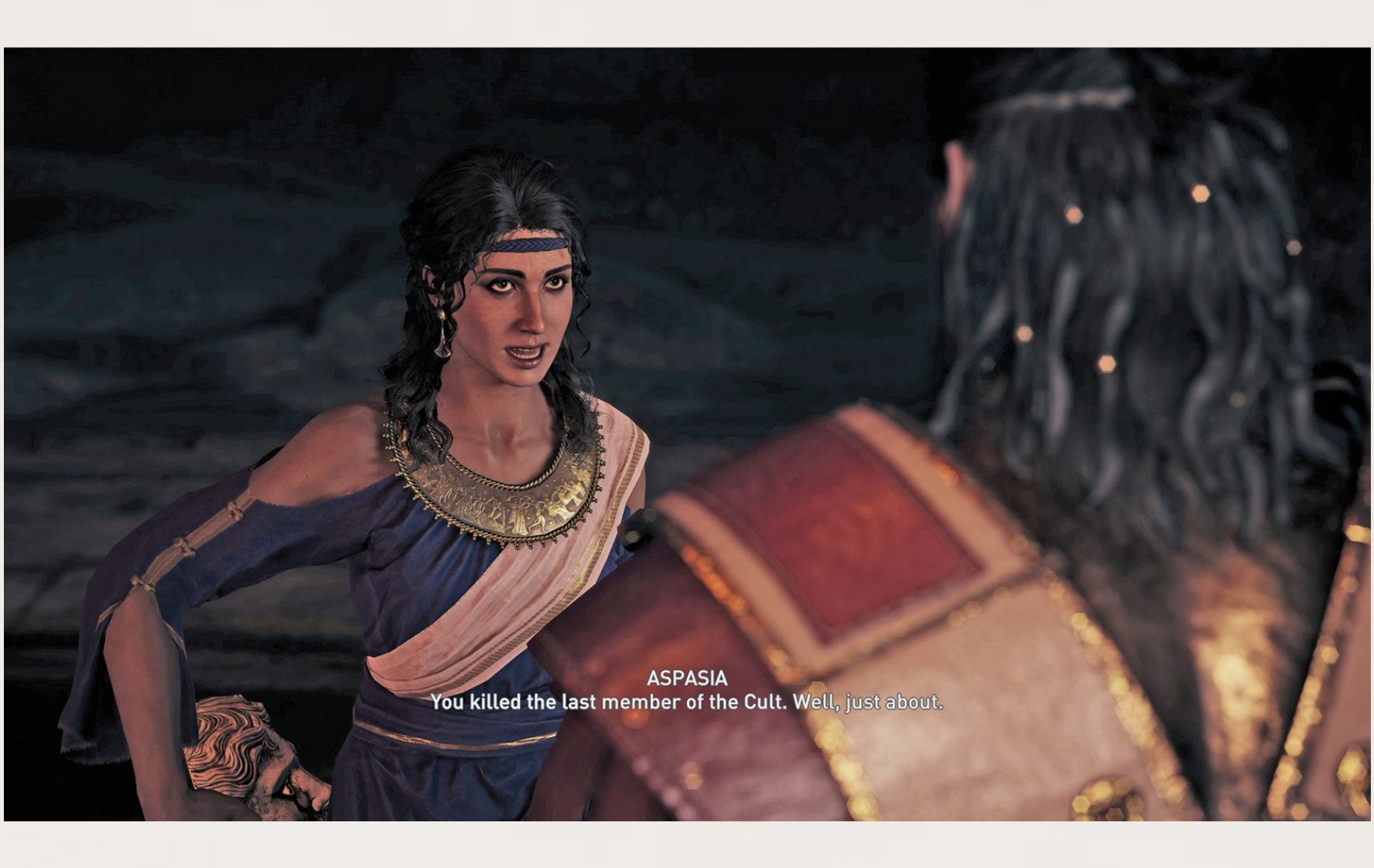
Approach the Pyramid

Once inside, follow the tunnel to the mystical pyramid, all the while hearing your mother's voice call out to you from somewhere inside the cave.

You touch the pyramid and see a vision of Pythagoras (your Atlantean father). He shares visions of the past and future with you. He explains the balance of peace and chaos and how each extreme is necessary to the balance in the universe. His message is: Use the staff to repair the rift in the universe.

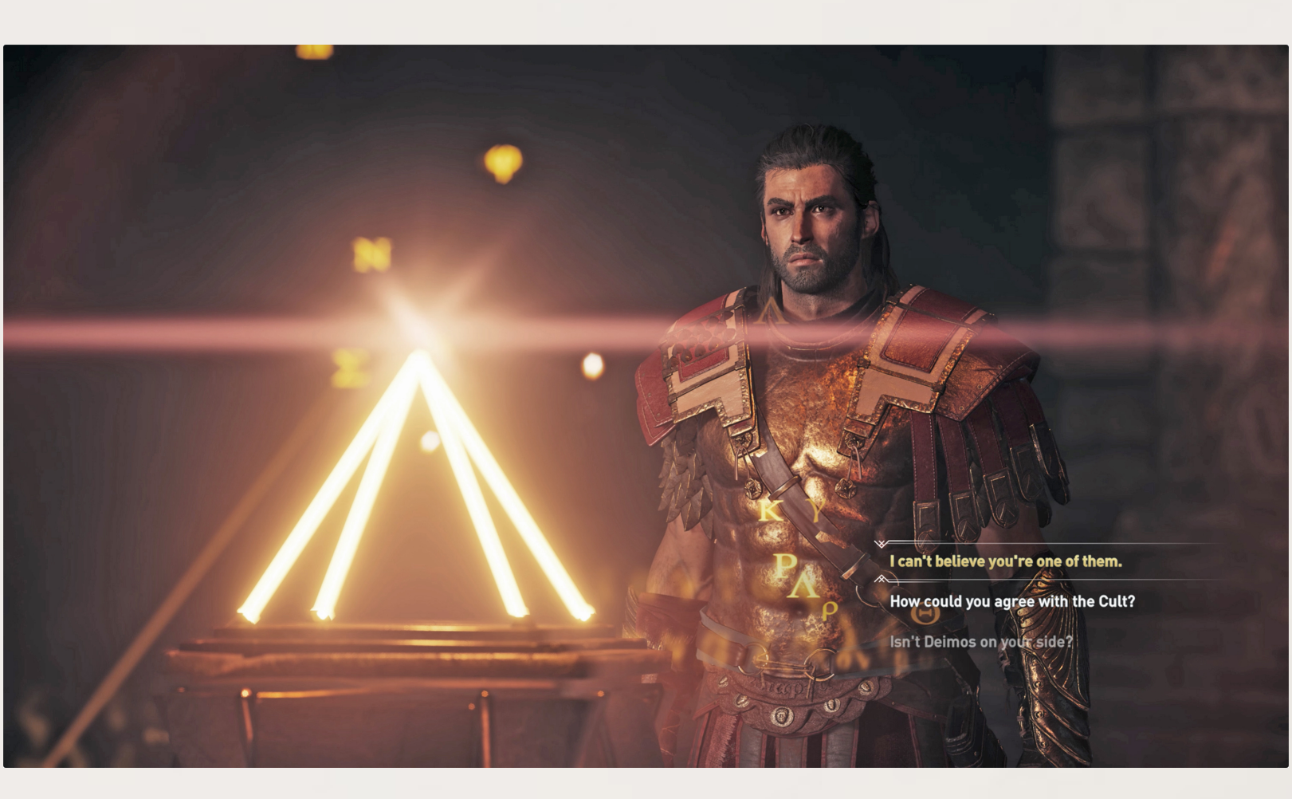
PYTHAGORAS
The world depends on you, Alexios.

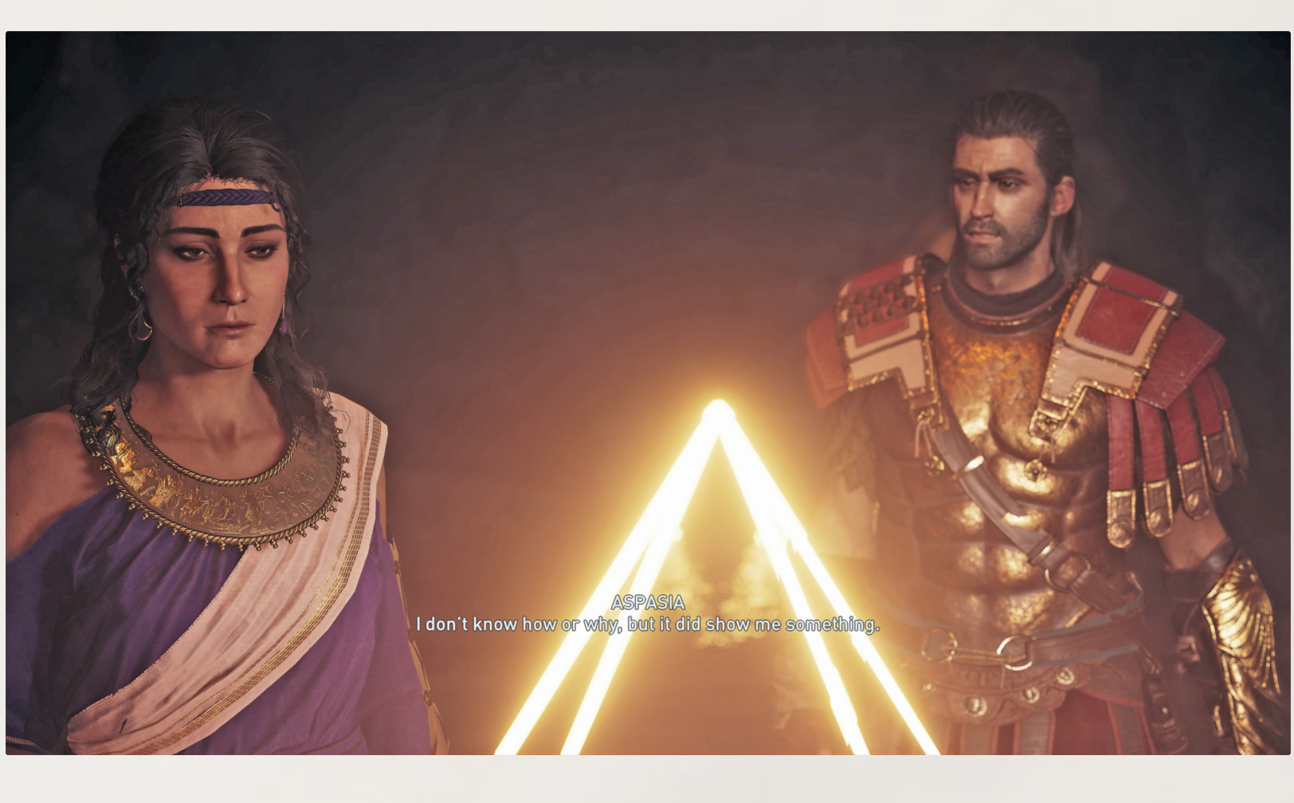
Surprisingly, Aspasia appears after you let go of the pyramid and the visions fade. She admits to being the last member of the cult and pulls a mask from behind her back.


ASPASIA
You killed the last member of the Cult. Well, just about.

Conversation with Aspasia

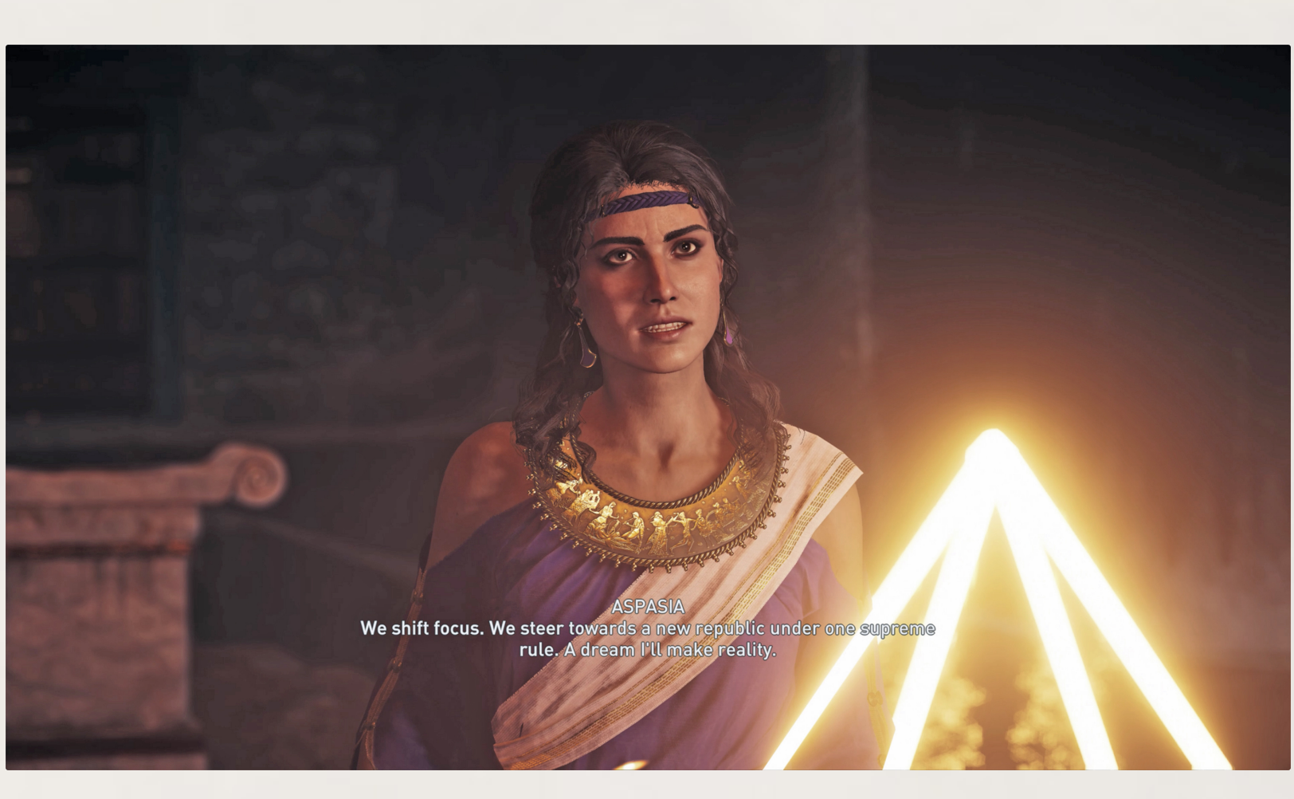
You can ask Aspasia **"How could you agree with the cult?"** and **"Isn't Deimos on your side?"** before stating **"I can't believe you're one of them."** She explains the cult wanted a clean slate but Deimos was messing that up. She explains how when she met you she discovered you were nothing like Deimos. She wanted your help bringing down the cult, which had become so corrupt.

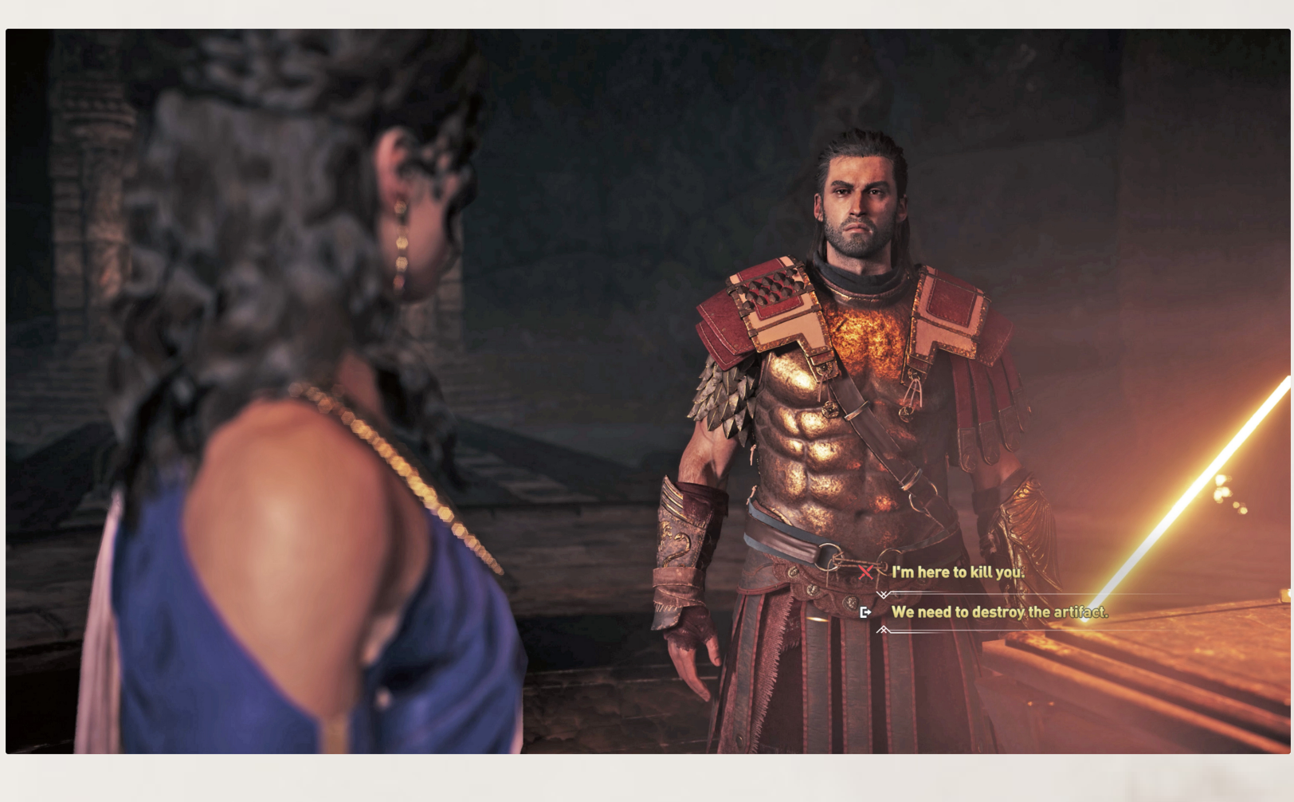

I can't believe you're one of them.
How could you agree with the Cult?
Isn't Deimos on your side?


ASPASIA
I don't know how or why, but it did show me something.

You can respond **"You're just like them"** or **"This was a risky move"** or **"You meant no harm."** She goes on to say she has no idea how the pyramid works, but it does work and it replaced the Oracle of Delphi. She tells you that it showed her you destroying the pyramid and the cult.

You ask if Perikles knew she was in the cult. She says he was left in the dark about that. You can respond either **"Better to keep him ignorant"** or **"You betrayed his trust."**

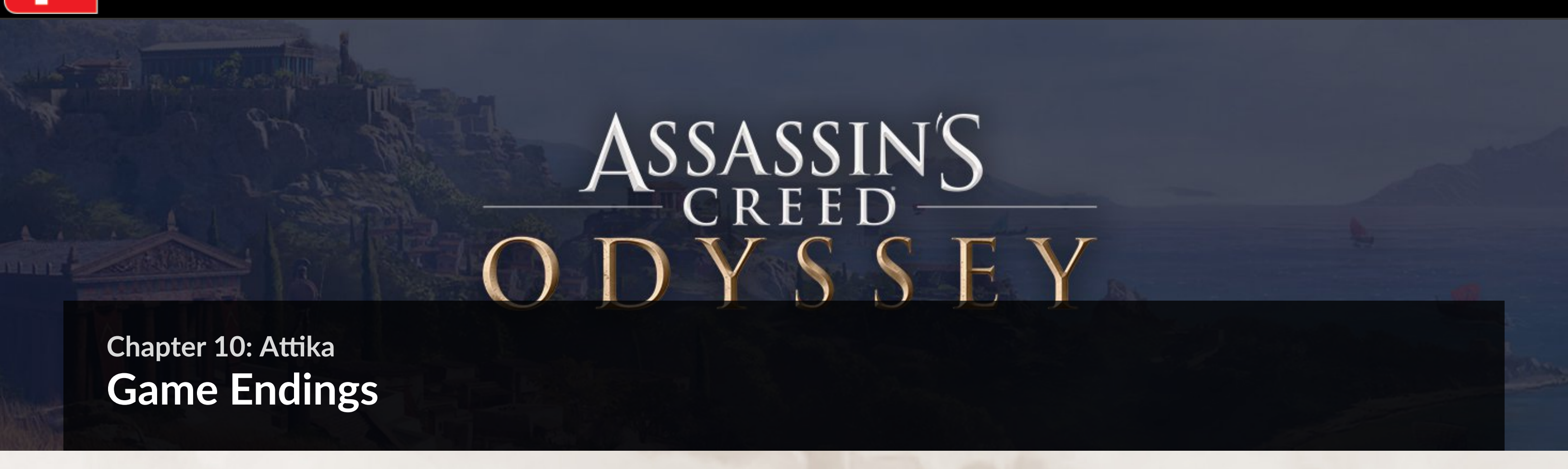

ASPASIA
We shift focus. We steer towards a new republic under one supreme rule. A dream I'll make reality.


I'm here to kill you.
We need to destroy the artifact.

She wants you to join her, and her plan would require you to trust her. You can choose to let her leave the cult on her own by selecting **"We need to destroy the artifact"** or make her your next assassination by selecting **"I'm here to kill you."**

If you join Aspasia and allow her to live, she walks off and you destroy the pyramid as she leaves. When control returns to you, you earn the **golden statue** (quest item) and **Aspasia's circlet**. Aspasia is defeated as a cultist even if you don't kill her. If you choose to kill her in the lair then she'll run and you'll have to chase her down or take her down with a few arrows. After killing Aspasia, you return to the pyramid and destroy it.

ASPASIA
You've proven you have no understanding of what we're doing. I misjudged you.



Chapter 10: Attika

Game Endings

Congratulations, hero! You've reached the end of your epic odyssey. The long journey you've undertaken has reached a dramatic conclusion, but be aware there are many different endings that can play out depending on many decisions that impact your experience in Ancient Greece. Listed below are the possible endings you can obtain and the decisions you must make in order to reach each of the possible conclusions.

Conclusion 1: The Hero

This ending sees our hero alone at home. This ending occurs if the following events happen:

- **Deimos does not kill Myrrine.**
- **Myrrine abandons you after promising to spare Deimos and then you choose to kill Deimos.**
- **You chose to kill Deimos.**
- **You chose to kill Nikolaos.**
- **You chose to kill Deimos.**
- **You chose to kill Nikolaos so Stentor does not appear.**

Conclusion 2: The Hero and Myrrine

This ending sees our hero at home with Myrrine only. This ending occurs if the following events happen:

- **Deimos does not kill Myrrine.**
- **You did not promise Myrrine to save Deimos.**
- **You chose to kill Deimos.**
- **You chose to kill Nikolaos.**
- **You chose to kill Stentor.**
- **You chose to kill Nikolaos so Stentor does not appear.**

Conclusion 3: The Hero, Myrrine, and Deimos

This ending sees our hero at home with Myrrine and Deimos. This ending occurs if the following events happen:

- **Deimos does not kill Myrrine.**
- **You chose not to kill Deimos.**
- **You earned enough points during your conversations to turn Deimos against the Cult.**
- **You chose to kill Nikolaos.**
- **You chose to kill Stentor.**

Conclusion 4: The Hero, Myrrine, Deimos, and Nikolaos

This ending sees our hero at home with Myrrine, Deimos, and Nikolaos. This ending occurs if the following events happen:

- **Deimos does not kill Myrrine.**
- **You chose not to kill Deimos.**
- **You earned enough points during your conversations to turn Deimos against the Cult.**
- **You chose not to kill Nikolaos.**
- **You told Nikolaos to intervene with Stentor.**
- **You chose to kill Stentor.**

Conclusion 5: The Hero, Myrrine, Deimos, Nikolaos, and Stentor (Best Ending)

This ending sees our hero at home with the entire family. This ending occurs if the following events happen:

- **Deimos does not kill Myrrine.**
- **You chose not to kill Deimos.**
- **You earned enough points during your conversations to turn Deimos against the Cult.**
- **You chose not to kill Nikolaos.**
- **You told Nikolaos to intervene with Stentor.**
- **You chose not to kill Stentor.**

Conclusion 6: The Hero, Myrrine, and Nikolaos

This ending sees our hero at home with Myrrine and Nikolaos. This ending occurs if the following events happen:

- **Deimos does not kill Myrrine.**
- **You did not promise Myrrine to save Deimos.**
- **You chose to kill Deimos.**
- **You chose not to kill Nikolaos.**
- **You told Nikolaos to intervene with Stentor.**
- **You chose to kill Stentor.**

Conclusion 7: The Hero, Myrrine, Stentor, and Nikolaos *

This ending sees our hero at home with Myrrine, Stentor, and Nikolaos and occurs if the following events happen:

- **Deimos does not kill Myrrine.**
- **You did not promise Myrrine to save Deimos.**
- **You chose to kill Deimos.**
- **You chose not to kill Nikolaos.**
- **You told Nikolaos to intervene with Stentor.**
- **You chose not to kill Stentor.**

* This is the path Kassandra takes in the novel.

Conclusion 8: The Hero, Nikolaos, and Stentor

This ending sees our hero at home with Myrrine and Deimos. This ending occurs if the following events happen:

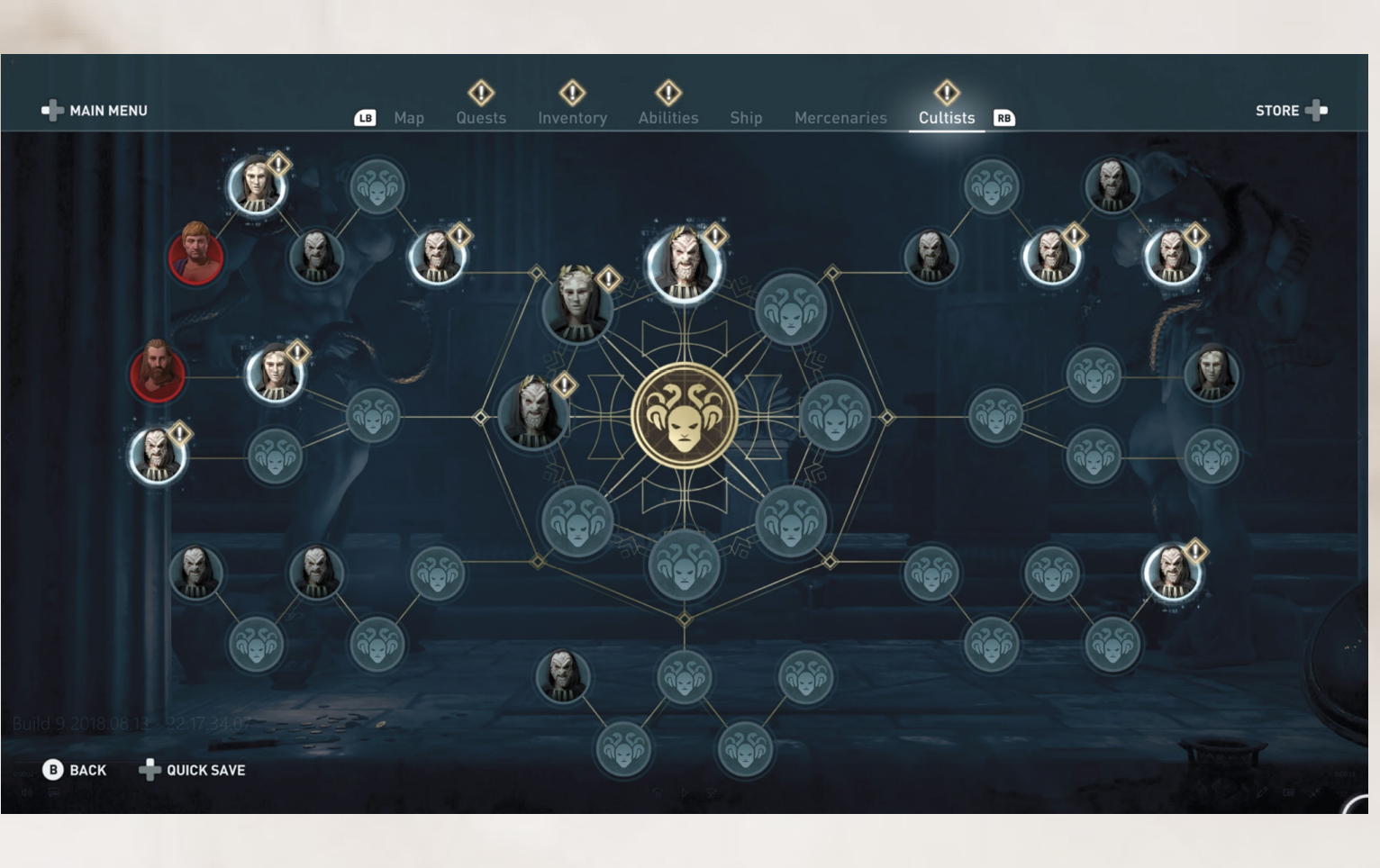
- **Deimos kills Myrrine.**
- **You did not promise Myrrine to save Deimos.**
- **You chose to kill Deimos.**
- **You chose not to kill Nikolaos.**
- **You told Nikolaos to intervene with Stentor.**
- **You chose not to kill Stentor.**

Conclusion 9: The Hero and Nikolaos

This ending sees our hero at home with Myrrine only. This ending occurs if the following events happen:

- **Deimos kills Myrrine.**
- **You chose to kill Deimos.**
- **You chose not to kill Nikolaos.**
- **You told Nikolaos to intervene with Stentor.**
- **You chose to kill Stentor.**

Eliminating the Cult of Kosmos



Putting an end to the cult requires you to slay your way up through the ranks of the various branches of the cult, acquiring clues along the way, leading to your next target. As you kill the minor cultists in each branch, they will provide clues to find the leader of their respective branches, known as a sage. Once every cultist of a branch has been killed, you can reveal the sage's identity, allowing you to find them in theworld.The Spear of LeonidasEach time you kill a member of the cult, you earn a **artifact fragment**. These fragments are used to upgrade the Spear of Leonidas after you have completed the **Memories Awoken** quest. At the start of your journey, the Spear of Leonidas is what provides your four adrenaline segments. As you level up the spear, by defeating cultists and upgrading it at the ancient forge on Andros, you are able to use more abilities and heal while using them. Once you upgrade the spear to level 2 you can purchase tier 2 abilities. Once you upgrade the spear to level 5 you can purchase tier 3 abilities.

SPEAR OF LEONIDAS UPGRADES

Level	Upgrade Requirement	Effect
1	Start of Game	Four adrenaline segments, +5% health gained for each adrenaline segment spent
2	Complete Memories Awoken quest	Five adrenaline segments, +6% health gained for each adrenaline segment spent, abilities can be upgraded to tier 2
3	Three artifact fragments	Six adrenaline segments, +7% health gained for each adrenaline segment spent, unlocks Man at Arms Tier2.
4	Seven artifact fragments	Seven adrenaline segments, +8% health gained for each adrenaline segment spent
5	Nine artifact fragments	Seven adrenaline segments, +9% health gained for each adrenaline segment spent, abilities can be upgraded to tier 3
6	Twenty-two artifact fragments	Eight adrenaline segments, +10% health gained for each adrenaline segment spent

EYES OF KOSMOS

ELPENOR

RANK: Cultist
STARTING LEVEL: 11
CLUE FOUND FROM: –
LOCATION: Snake Temple, Phokis
REWARD: Legendary Scaled Torso of the Snake set

HERMIPPOS

RANK: Cultist
STARTING LEVEL: 11
CLUE FOUND FROM: After the Perikles Symposium in Athens
LOCATION: Temple of Hephaestus in Athens, Attika
REWARD: Legendary Venom Gloves from the Snake set

SOTERA

RANK: Cultist
STARTING LEVEL: 11
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Port of Nisaia, Megaris
REWARD: Legendary Slithering Belt from the Snake set

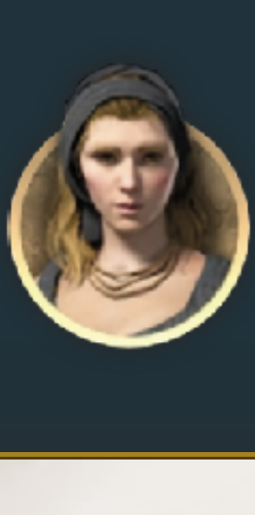
THE MASTER

RANK: Cultist
STARTING LEVEL: 15
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Quarry, Attika
REWARD: Legendary Viper's Hood from the Snake set

MIDAS

RANK: Cultist
STARTING LEVEL: 18
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Argo's Agora, Argolis
REWARD: Legendary Noxious Boots from the Snake set

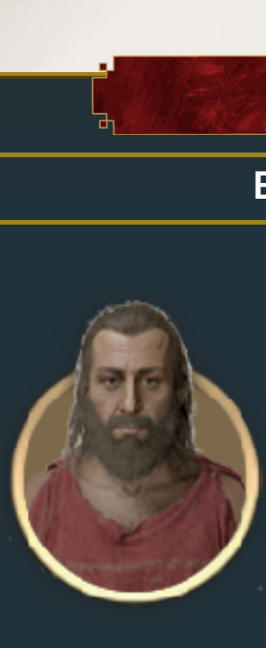
NYX THE SHADOW



RANK: Sage
STARTING LEVEL: 17
CLUE FOUND FROM: Defeating each Eye of Kosmos cultist
LOCATION: Agora, Attika
REWARD: Legendary Dagger of Kronus

THE SILVER VEIN

EPIKTETOS THE FORTHCOMING



RANK: Cultist
STARTING LEVEL: 10
CLUE FOUND FROM: –
LOCATION: The Serpent's Lair
REWARD: –

THE CENTAUR OF EUBOEA

RANK: Cultist
STARTING LEVEL: 14
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Copper Mine, Euboea
REWARD: Legendary Agamemnon's Waistband from the Agamemnon set

THE CHIMERA

RANK: Cultist
STARTING LEVEL: 14
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Explorer Camp, South Andros
REWARD: Legendary Boots of Agamemnon from the Agamemnon set

THE SILVER GRIFFIN

RANK: Cultist
STARTING LEVEL: 22
CLUE FOUND FROM: Killing The Chimera
LOCATION: Prasonisia Island, Silver Islands
REWARD: Agamemnon's Body Armor from the Agamemnon set

MACHAON THE FEARED

RANK: Cultist
STARTING LEVEL: 45
CLUE FOUND FROM: Killing the Silver Griffin
LOCATION: Port of Patrai, Achaia
REWARD: Agamemnon's Helmet from the Agamemnon set

POLEMON THE WISE

RANK: Sage
STARTING LEVEL: 50
CLUE FOUND FROM: Defeating each Silver Vein cultist
LOCATION: Teichos of Herakles Cult Stronghold, Achaia
REWARD: Legendary Heavy Blade Elysian Axe

DELIAN LEAGUE

BRISON

RANK: Cultist
STARTING LEVEL: 17
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Salamis Marble Quarry on Salamis Island, Attika
REWARD: Legendary Athenian War Hero Gauntlets from the Athenian War Hero set

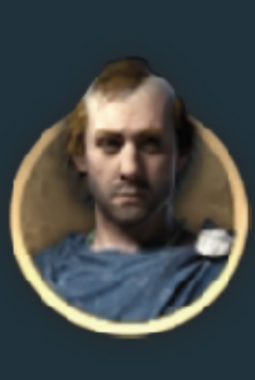
PODARKES THE CRUEL

RANK: Cultist
STARTING LEVEL: 23
CLUE FOUND FROM: Killing Brison or completing the big battle quest from the *Rebel* quest line
LOCATION: The Mykonos Leader House, Delos
REWARD: Legendary Athenian War Hero Boots from the Athenian War Hero set

RHEXENOR THE HAND

RANK: Cultist
STARTING LEVEL: 25
CLUE FOUND FROM: Revealed by following the main quest line
LOCATION: Athens, Attika
REWARD: Legendary Athenian War Hero Belt from the Athenian War Hero set

IOBATES THE STOIC



RANK: Cultist
STARTING LEVEL: 49
CLUE FOUND FROM: Killing Podarkes or killing a high level mercenary
LOCATION: Lemnos, Thasos
REWARD: Athenian War Hero Armor from the Athenian War Hero set

KODROS THE BULL

RANK: Cultist
STARTING LEVEL: 50
CLUE FOUND FROM: Killing Podarkes or defeating Titos of Athens in the Arena
LOCATION: Mytilene Leader House, Lesbos
REWARD: Athenian War Hero Helmet from the Athenian War Hero set

KLEON THE EVERYMAN

RANK: Sage
STARTING LEVEL: 40
CLUE FOUND FROM: Revealed by following the main quest line
LOCATION: Revealed by following the main quest line
REWARD: Legendary Paris's Bow

PELOPONNESIAN LEAGUE

SKYLAX THE FAIR

RANK: Cultist
STARTING LEVEL: 17
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Chalkis City Leader House, Euboea
REWARD: Legendary Spartan War Hero Armor from the Spartan War Hero set

THE MONGER

RANK: Cultist
STARTING LEVEL: 21
CLUE FOUND FROM: Killing Brison
LOCATION: Revealed by following the main quest line
REWARD: Spartan War Hero Helmet from the Spartan War Hero set

SILANOS OF PAROS

RANK: Cultist
STARTING LEVEL: 22
CLUE FOUND FROM: –
LOCATION: Revealed by following the main quest line
REWARD: Spartan War Hero Gauntlets from the Spartan War Hero set

KALLIAS

RANK: Cultist
STARTING LEVEL: 36
CLUE FOUND FROM: Killing Silanos
LOCATION: Wanders in Elis, between Fort Koroibos, the road, and the city
REWARD: Legendary Spartan War Hero Boots from the Spartan War Hero set

LAGOS THE ARCHON

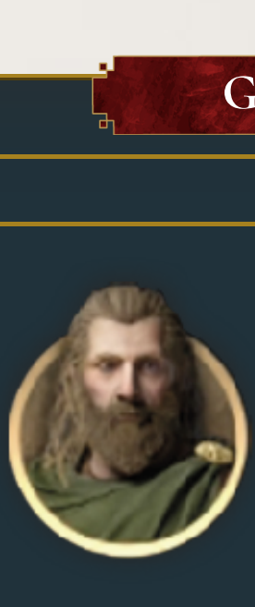
RANK: Cultist
STARTING LEVEL: 26
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Fort Samikon, Arkadia
REWARD: Legendary Spartan War Hero Belt from the Spartan Hero set

PAUSANIAS

RANK: Sage
STARTING LEVEL: 32
CLUE FOUND FROM: Sparing Lagos or collecting all of the Sage information as well as killing and looting Stentor
LOCATION: Lakonia
REWARD: Legendary Xiphos of Dionysos

GODS OF THE AEGEAN SEA

ASTERION



RANK: Cultist
STARTING LEVEL: 14
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Roams the seas north of Andros
REWARD: Legendary Pirate Gauntlets from the Pirate set

SOKOS

RANK: Cultist
STARTING LEVEL: 23
CLUE FOUND FROM: Killing Asterion or participating in the naval conquest battle for the Obsidian Islands
LOCATION: Ocean around Melos
REWARD: Legendary Pirate Waistband from the Pirate set

THE OCTOPUS

RANK: Cultist
STARTING LEVEL: 27
CLUE FOUND FROM: Killing Sokos
LOCATION: Roams the seas near Thera and Anaphi
REWARD: Legendary Pirate Armor from the Pirate set

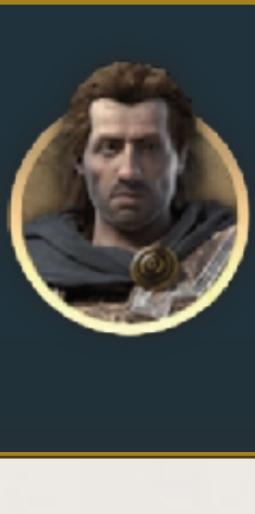
MELANTHOS

RANK: Cultist
STARTING LEVEL: 30
CLUE FOUND FROM: Killing The Octopus or killing the leader of Messara
LOCATION: Roams the ocean around Messara
REWARD: Legendary Pirate Hood from the Pirate set

THE MYTILENIAN SHARK

RANK: Cultist
STARTING LEVEL: 30
CLUE FOUND FROM: Killing Melanthos
LOCATION: Roams the ocean south of Samos
REWARD: Legendary Pirate Treads from the Pirate set

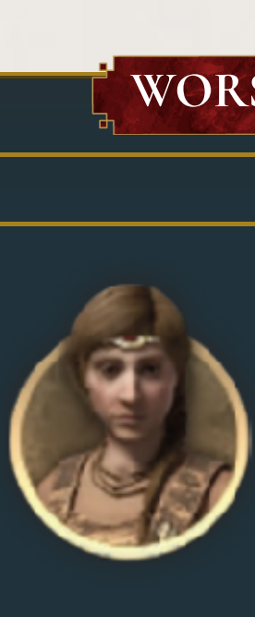
THE HYDRA



RANK: Sage
STARTING LEVEL: 50
CLUE FOUND FROM: Defeating each Gods of the Aegean Sea Cultist
LOCATION: Roams deep in the ocean far to the southwest of Messenia
REWARD: Legendary Gorgoneion Xiphos, Cultist Crew Cosmetic for The Adrestia

WORSHIPPERS OF THE BLOODLINE

ZOISME



RANK: Cultist
STARTING LEVEL: 12
CLUE FOUND FROM: *The Serpent's Lair* or in the alpha wolf cave in Phokis
LOCATION: Wild Bear Cave, Malis
REWARD: Legendary Helmet of the Immortal from the Immortal set

HARPALOS

RANK: Cultist
STARTING LEVEL: 18
CLUE FOUND FROM: Killing Chrysis or killing a Follower of Ares
LOCATION: Cave of Ares, Keos
REWARD: Legendary Boots of the Immortal from the Immortal set

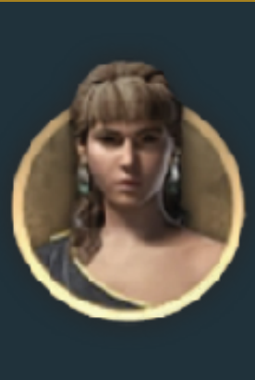
CHRYSIS

RANK: Cultist
STARTING LEVEL: 16
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Argolis
REWARD: Legendary Gauntlets of the Immortal from the Immortal set

MELITE

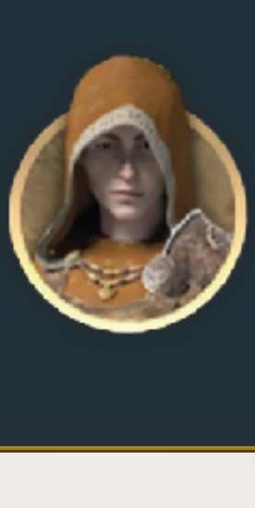
RANK: Cultist
STARTING LEVEL: 33
CLUE FOUND FROM: Killing Diona or by completing the Pephka region quest
LOCATION: Kydonia, Messara
REWARD: Legendary Waistband of the Immortal from the Immortal set

DIONA



RANK: Cultist
STARTING LEVEL: 36
CLUE FOUND FROM: Killing Harpalos or completing the character quest in Kythera
LOCATION: Kythera Island
REWARD: Legendary Armor of the Immortal from the Immortal set

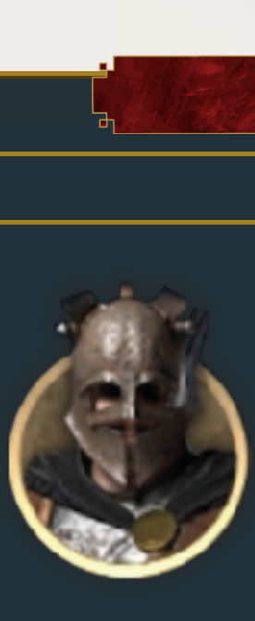
IOKASTE THE SEER



RANK: Sage
STARTING LEVEL: 50
CLUE FOUND FROM: Defeating each Worshippers of the Bloodline cultist
LOCATION: Anavatos Ruins, Chios
REWARD: Legendary Rod of Asklepios

HEROES OF THE CULT

OKYTOS THE GREAT



RANK: Cultist
STARTING LEVEL: 19
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Temple of Poseidon, Attika
REWARD: Legendary Amazon's/Achilles Tassets from the Amazon/Achilles set (which reward you get is dependent upon whether you are playing as Alexios or Kassandra)

SWORDFISH

RANK: Cultist
STARTING LEVEL: 29
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Fisherman's Beacon, Messara
REWARD: Legendary Amazon's/Achilles Bracers from the Amazon/Achilles set

PALLAS THE SILENCER

RANK: Cultist
STARTING LEVEL: 45
CLUE FOUND FROM: *The Serpent's Lair* quest or purchased from the merchant in Korinthia
LOCATION: Battleground, Achaia
REWARD: Legendary Amazon's/Achilles Circlet from the Amazon/Achilles set

BELOS, THE BEAST OF SPARTA

RANK: Cultist
STARTING LEVEL: 29
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: In the Arena
REWARD: Legendary Amazon's/Achilles Armor from the Amazon/Achilles set

DEIANEIRA

RANK: Cultist
STARTING LEVEL: 34
CLUE FOUND FROM: Killing Oktyos the Great or the leader of Boeotia
LOCATION: Cave of the Oracle (if on her quest) or roaming Boaetia
REWARD: Legendary Amazon's/Achilles Greaves from the Amazon/Achilles set

EXEKIAS THE LEGEND

RANK: Sage
STARTING LEVEL: 50
CLUE FOUND FROM: Defeating each Heroes of the Cult cultist
LOCATION: This mercenary roams all of Greece.
REWARD: Legendary Heavy Blunt Typhon's Mace

DEIMOS, THE CHOSEN ONE

RANK: The Chosen One
STARTING LEVEL: 35
CLUE FOUND FROM: *The Serpent's Lair*
LOCATION: Mt. Taygetos, Lakonia

BOSS THE GHOST OF KOSMOS

RANK: Leader of the Cult of Kosmos
STARTING LEVEL: 50
CLUE FOUND FROM: Defeating all seven sages
LOCATION: Complete the cultist hunt

VOLCANIC ISLANDS WORLD QUEST

A FAMILY'S LEGACY

RECOMMENDED LEVEL: 27

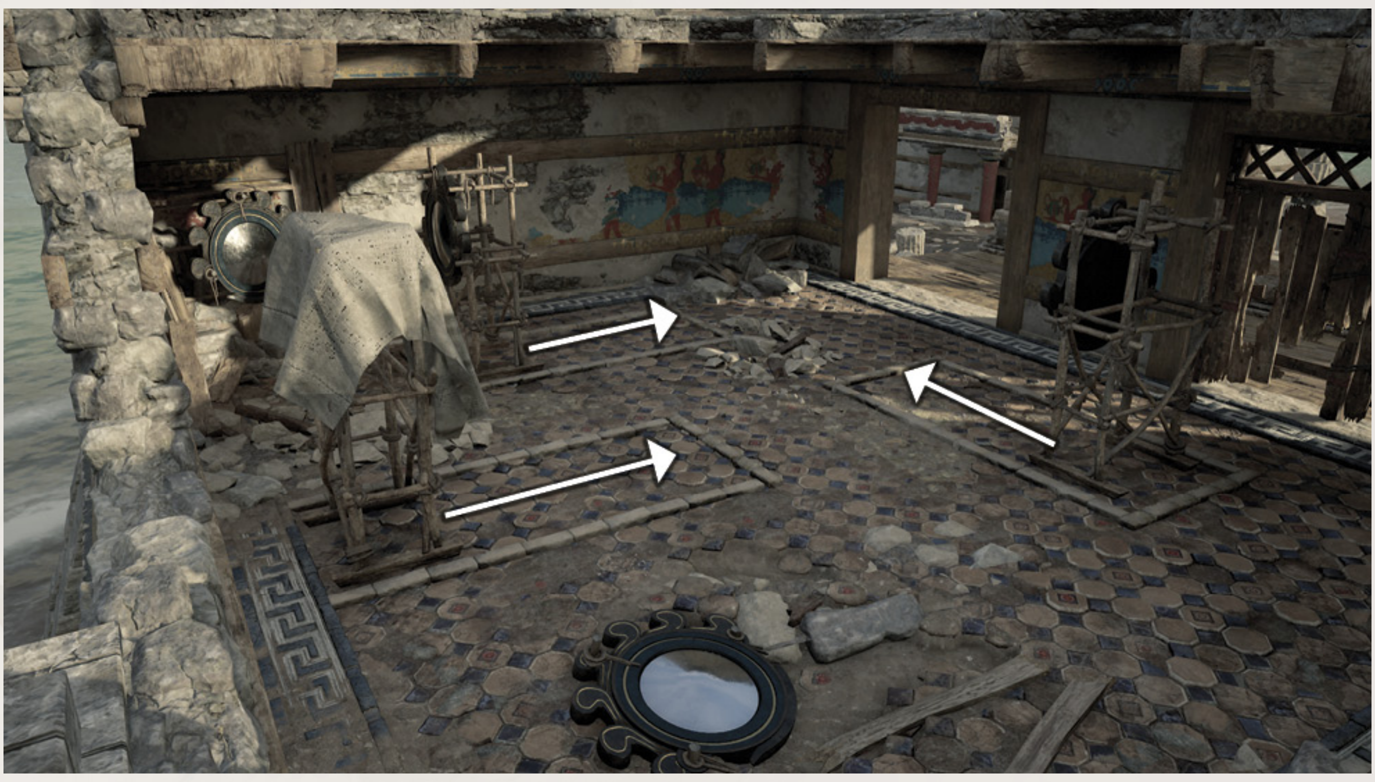
PREREQUISITE: Complete *Unified Front*

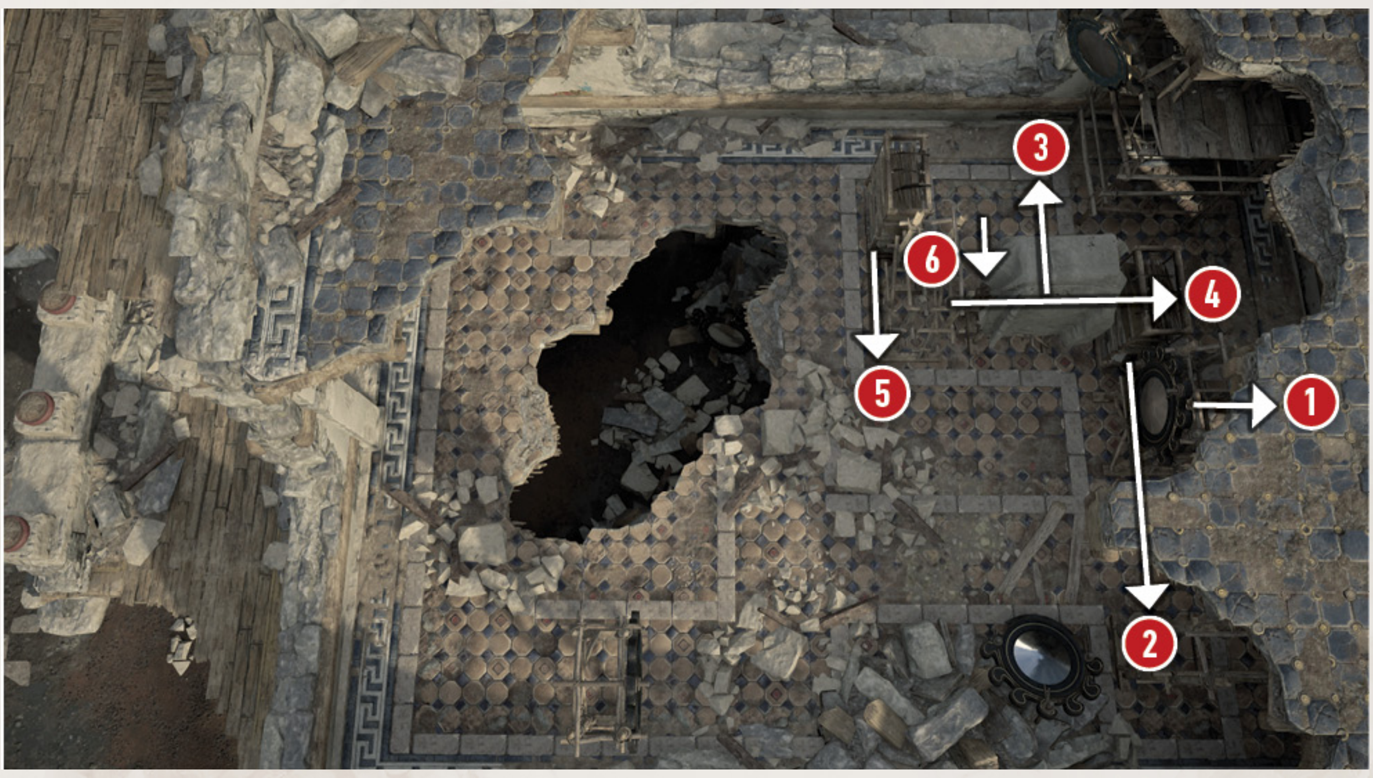
UNLOCKS: *The Gates of Atlantis* and *The Last Riddle* chapters, *Lore of the Sphinx* quest

STORY: Myrrine tells you that your real father is hidden somewhere on the island of Thera. She tells you to start looking where civilization once was.

THERA: CALDERA OF FATE

Find an **ancient tablet** inside a treasure chest at the Minoan Ruins on Thera island. In order to open the door, you must clear off blocked mirrors and orient the movable mirrors to deflect the beam to a sensor above the door. Follow the beam to find blockages and then refer to our diagrams for mirror placement.





The cave leads back to the Gateway to the Lost City, a fast-travel point. Continue farther inside to find and talk to Pythagoras. This leads to a current time segment. As Layla Hassan, follow the same cave back to Atlantis. Returning to the Animus ends the quest and unlocks *The Gates of Atlantis* chapter.

THE GATES OF ATLANTIS

THE GATES OF ATLANTIS

RECOMMENDED LEVEL: 27

PREREQUISITE: Complete *A Family's Legacy*

UNLOCKS: ***Ancient Revelations***

STORY: **Through Pythagoras, you learn of the locked vaults in Atlantis. You are tasked with traveling the Greek world searching for the powerful artifacts that will unlock the mysterious chambers.**

GATEWAY TO THE LOST CITY

Complete four Odyssey chapters and return the artifacts to the Gateway to the Lost City to obtain the **Mace of Atlantis** (epic heavy blunt weapon). The Odyssey chapter *The Last Riddle* is unlocked by completing *A Family's Legacy*. *A Place of Twists and Turns*, *Tunnel Vision*, and *Shadows of Serpents* are unlocked by completing specific quests in the world. Once all four chapters are completed, *Ancient Revelations*, the final quest in the chapter *The Gates of Atlantis*, is unlocked.

THE LAST RIDDLE

Lore of the Sphinx

RECOMMENDED LEVEL: 35

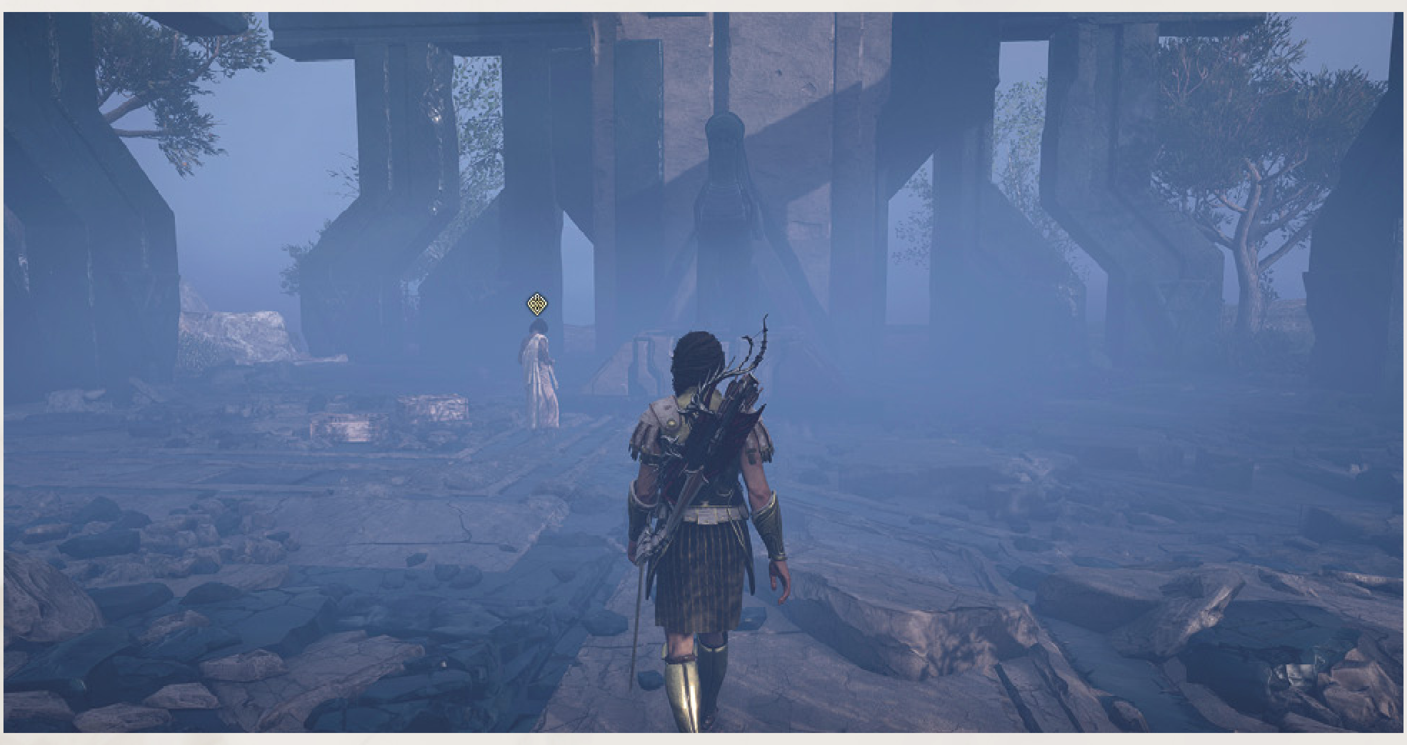
PREREQUISITE: Complete *A Family's Legacy*

UNLOCKS: *Awaken the Myth*

STORY: With the clue from Pythagoras, you journey to Boeotia to uncover the artifact supposedly hidden by the legendary Sphinx.

BOEOTIA

Find Gorgias at the strange ruins southeast of the Military Fort of Gla in Lake Kopais, Boeotia. Then head to the Tomb of Menoikeus in the Scorched Rolling Plains, Boeotia. Kill the elite lion and loot the body to get the second fragment of the Sphinx Medallion.



Awaken the Myth

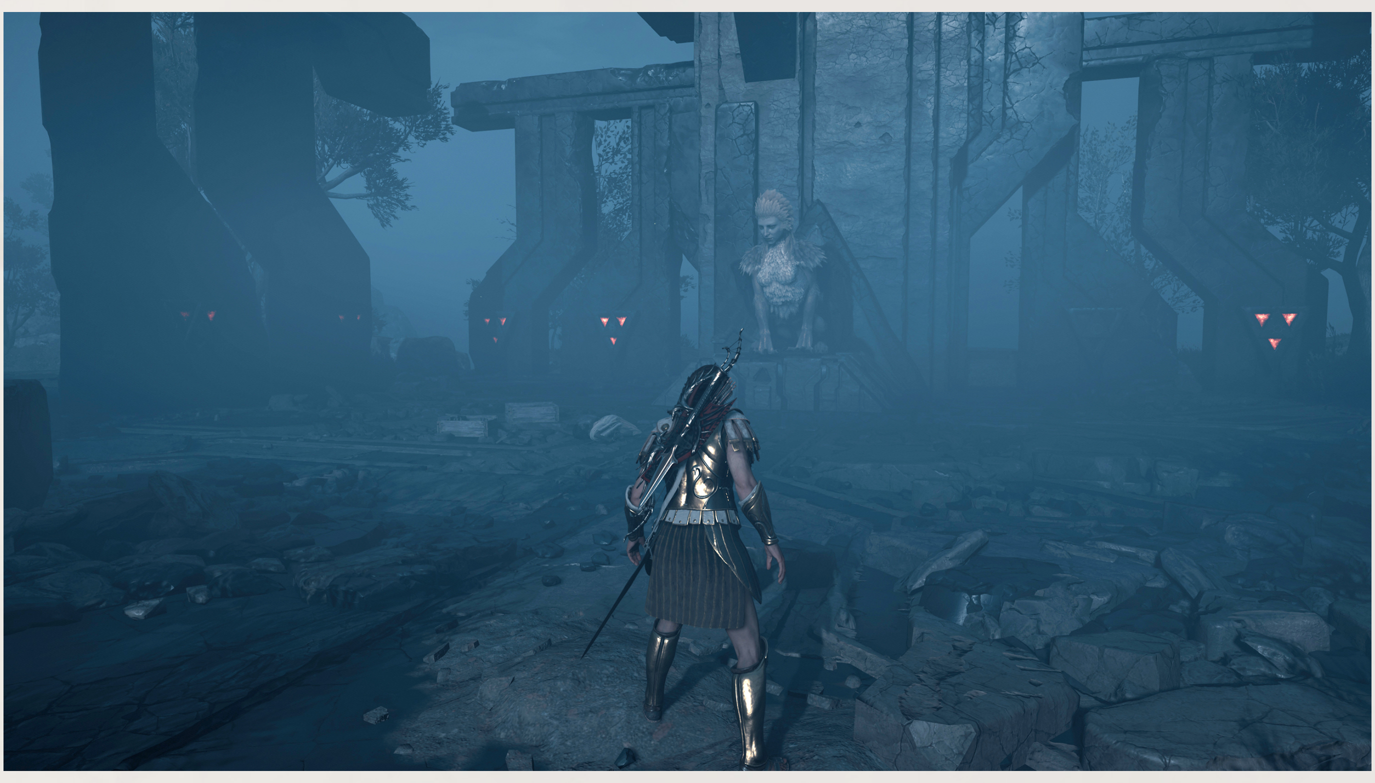
RECOMMENDED LEVEL: 36

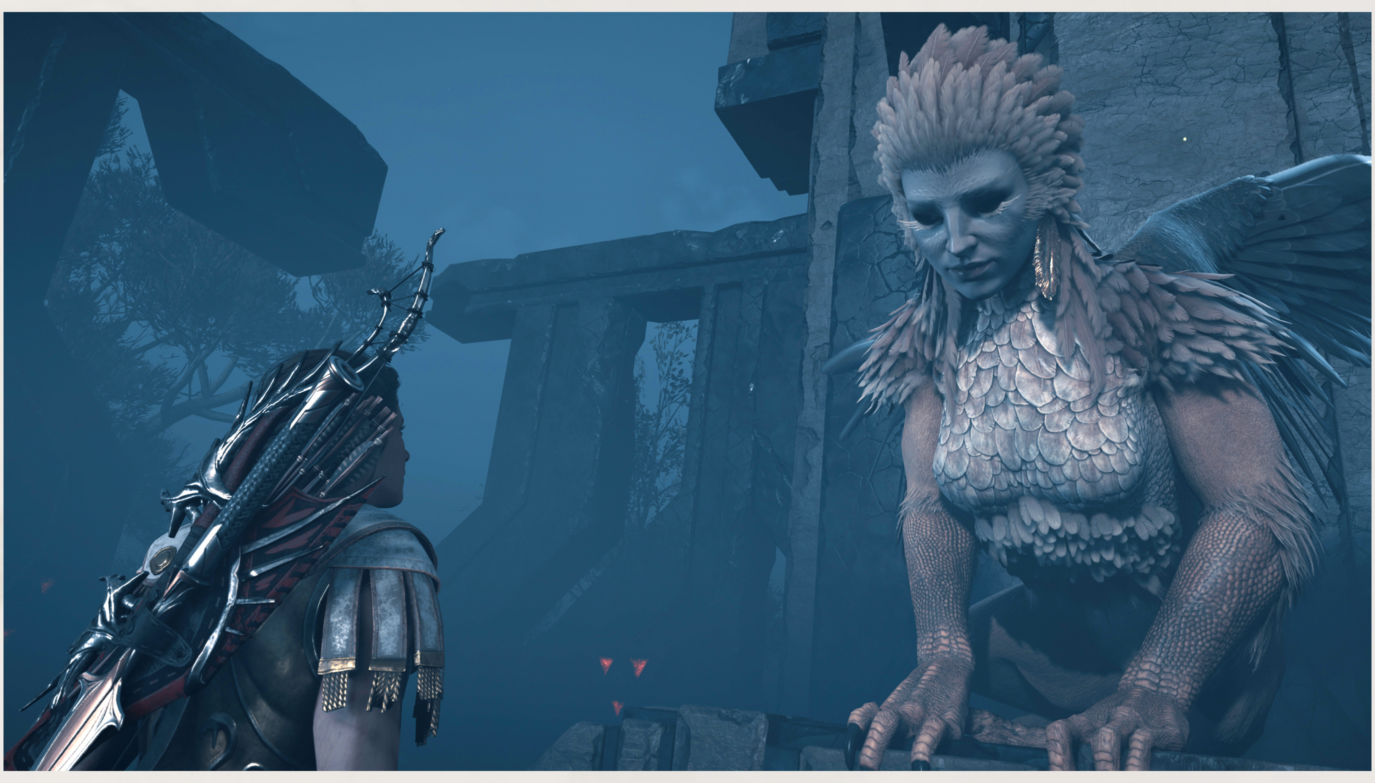
PREREQUISITE: Complete *Lore of the Sphinx*

UNLOCKS: N/A

STORY: The key to awakening the Sphinx is complete. All that remains is to use it and recover the artifact.

At nighttime, interact with the Sphinx statue back at the ruins south of Lake Kopais. She asks three questions, one at a time. Select from three answers to get a telling response from her. After answering all three questions, interact with the three monoliths around the perimeter of the ruins that match your answers. These answers, along with their corresponding questions, correspond with the monoliths from left to right:





MEMORIES: What can bring back the dead; make you cry, make you laugh, make you young; is born in an instant, yet lasts a lifetime?

TIME: This thing all things devour: birds, beasts, trees, flowers; gnaws iron, bites steel; grinds hard stones to meal; slays kings, ruins towns; and beats high mountains down.

DEATH: Some try to hide, some try to cheat; but time will show, we always will meet. Try as you might to guess my name; I promise you'll know, when you I do claim.

HUMMINGBIRD: As small as your thumb, I am light in the air. You may hear me before you see me, but trust that I'm there.

FISH: I'm alive, but without breath; I'm as cold in life as in death; I'm never thirsty, though I always drink.

SPIDER: I create my lair with earthen string, and dispatch my prey with a biting sting.

MOON: What is always old and sometimes new; never sad, sometimes blue; never empty, but sometimes full; never pushes, always pulls?

SUN: Never resting, never still; moving silently from hill to hill; it does not walk, run, or trot; all is cool where it is not.

STARS: At night they come without being fetched, and by day they are lost without being stolen.

TREE: In spring I am gay in handsome array; in summer more clothing I wear; when colder it grows, I fling off my clothes; and in winter quite naked appear.

MOUNTAIN: What is large, yet never grows; has roots that cannot be seen; and is taller than trees?

RIVER: What can run, but never walks; has a mouth, but never talks; has a head, but never weeps; has a bed, but never sleeps?

Once you have entered your answers, interact with the statue again. If you are correct, the quest is complete and you receive the **Prize of the Sphinx** and an epic heavy blunt weapon (**Mace of the Sphinx**). If any incorrect answers are selected, you fail the quest and are desynchronized.

MESSARA WORLD QUESTS

Myths and Minotaurs

RECOMMENDED LEVEL: 29

PREREQUISITE: Discover *Minos's Legacy*

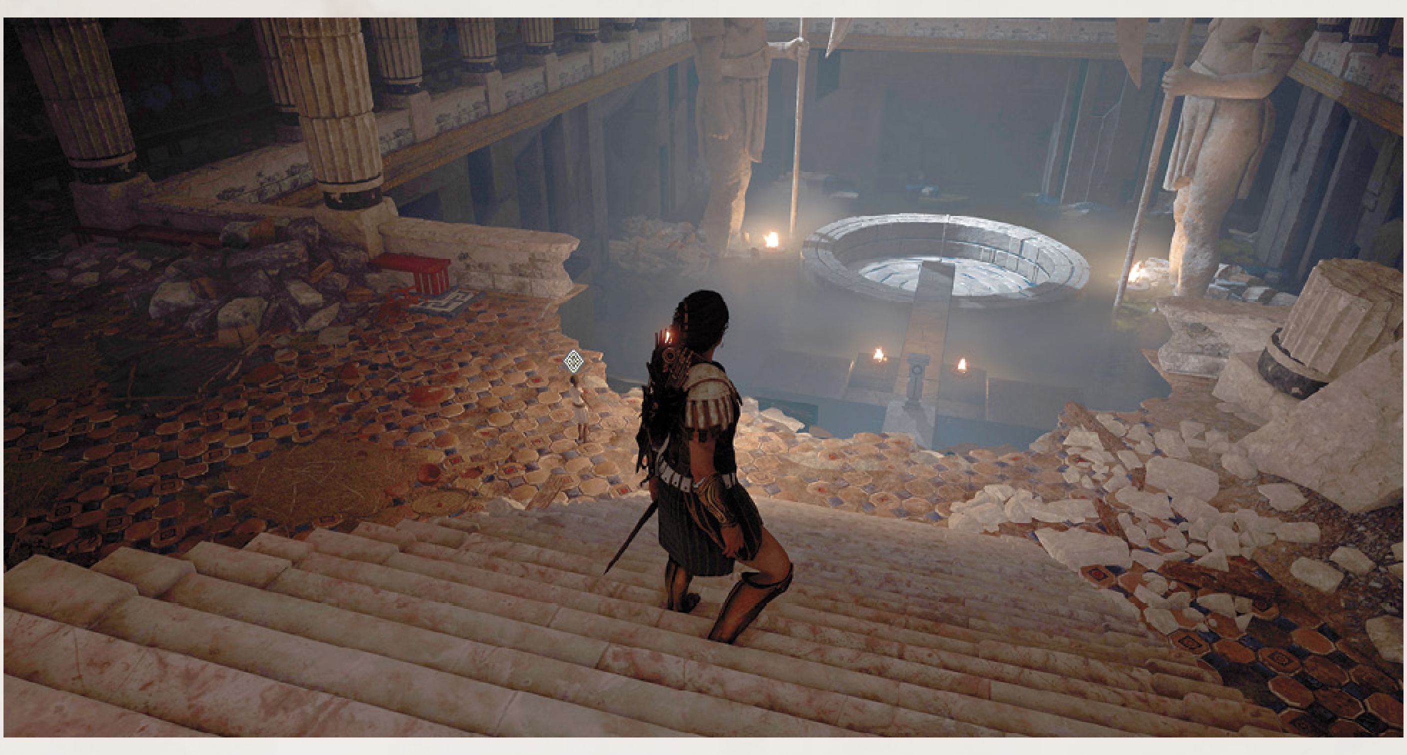
UNLOCKS: *Of Minotaurs and Men*

LOCATION: Knossos Palace in Minos's Legacy, Messara

STORY: Though the young boy's claim of a living Minotaur seems improbable, you decide to help him search for his father.

MESSARA: KNOSSOS PALACE

Attempting to loot a chest at a makeshift camp outside Knossos Palace gets the attention of Ardos. Follow Ardos to the entrance to the Labyrinth of Lost Souls, located below Knossos Palace. This is a fast-travel point, for easier returns. The *Of Minotaurs and Men* quest is unlocked.



Of Minotaurs and Men

RECOMMENDED LEVEL: 29

PREREQUISITE: Complete *Myths and Minotaurs*

UNLOCKS: *He Waits*

LOCATION: Knossos Palace in Minos's Legacy, Messara

STORY: The young and scrappy Ardos spoke of three men who left his father for dead. If you were a real hero, you would help find him.

MESSARA: KNOSSOS PALACE

Three support quests (*Blood in the Water*, *Full Circle*, and *Recollections*) are unlocked with this quest—requiring you to talk to Swordfish, the collector, and Ardos's caretaker. Then you must complete the *Seeking Answers* quest.

Blood in the Water

RECOMMENDED LEVEL: 29

PREREQUISITE: *Begin Of Minotaurs and Men*

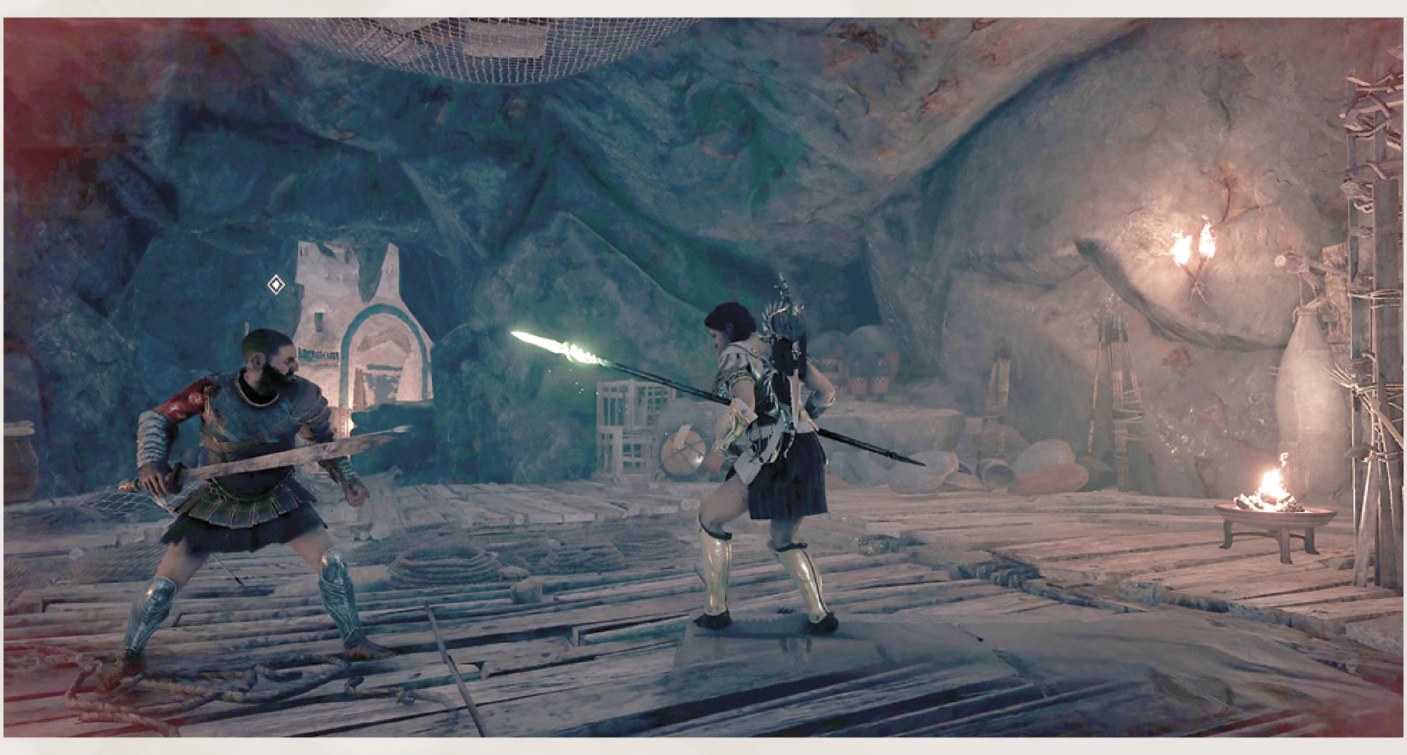
UNLOCKS: N/A

LOCATION: Fisherman's Beacon in Octopus Bay, Messara

STORY: A dangerous man, Swordfish, is said to control Heraklion from the shadows. However, no one has seen him in person for a very long time.

MESSARA: OCTOPUS BAY

Travel to Fisherman's Beachhead in Octopus Bay and talk to civilians to find out that Swordfish can be found at Fisherman's Beacon, northwest of Heraklion. Be careful—you may attract the attention of the guards. At Fisherman's Beacon, walk onto the east dock. Sharks swim in the water below, so either kill them or be prepared to evade their attacks. Dive in, turn around, and enter the cave to find your target. Talk to Swordfish and then kill him to complete the support quest and eliminate another cultist.



Full Circle

RECOMMENDED LEVEL: 29

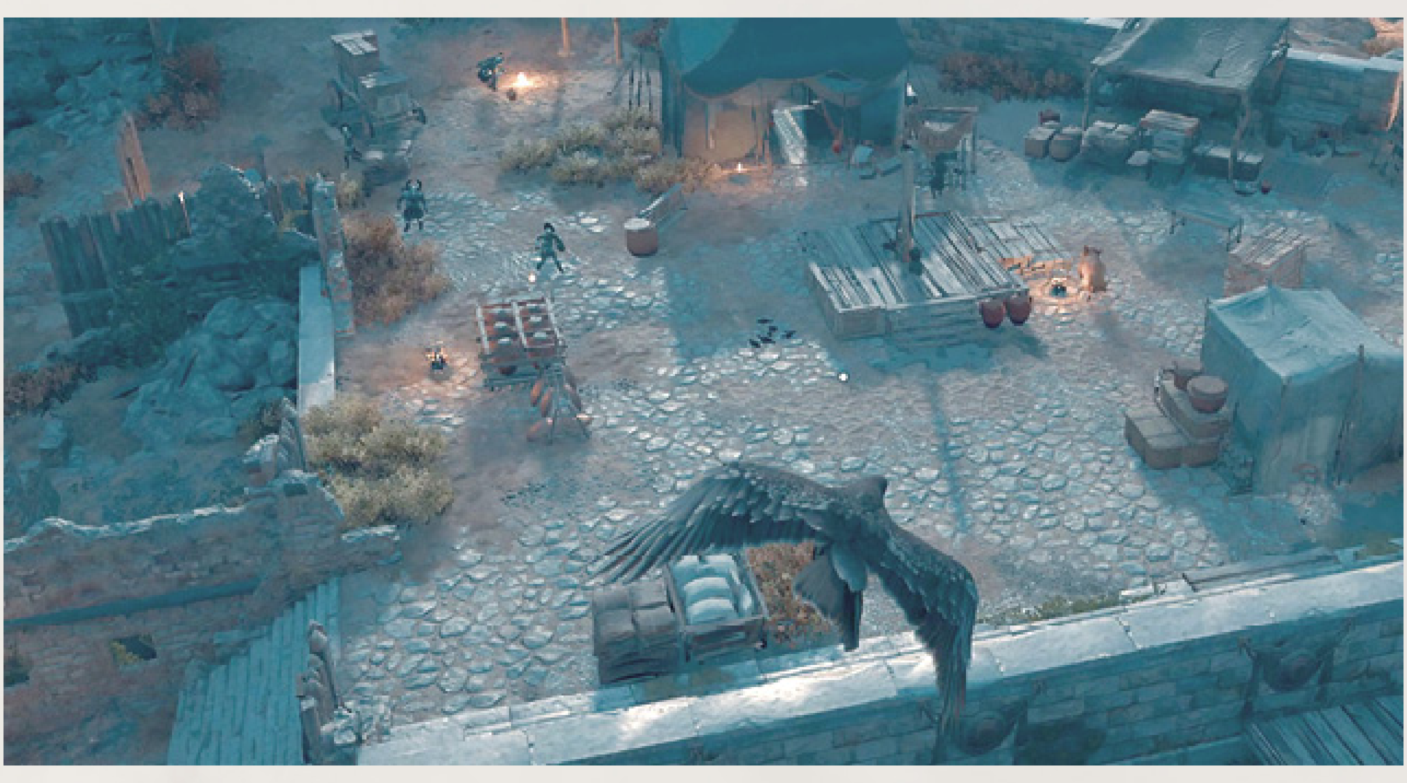
PREREQUISITE: *Begin Of Minotaurs and Men*

UNLOCKS: N/A

STORY: After years of silence, Ardos's caretaker reaches out, asking the boy to meet at their old house. Suspicious, you decide to go instead.

MESSARA: PHAISTOS VILLAGE

Meet a man pretending to be the caretaker at Ardos's house and decide to kill him or spare his life. At Phaistos Village, scan the Phaistos Theater to find the caretaker and several cult guards. Kill the cult guards before freeing the caretaker. Follow him out of the area and talk to him to complete the quest.



Recollections

RECOMMENDED LEVEL: 29

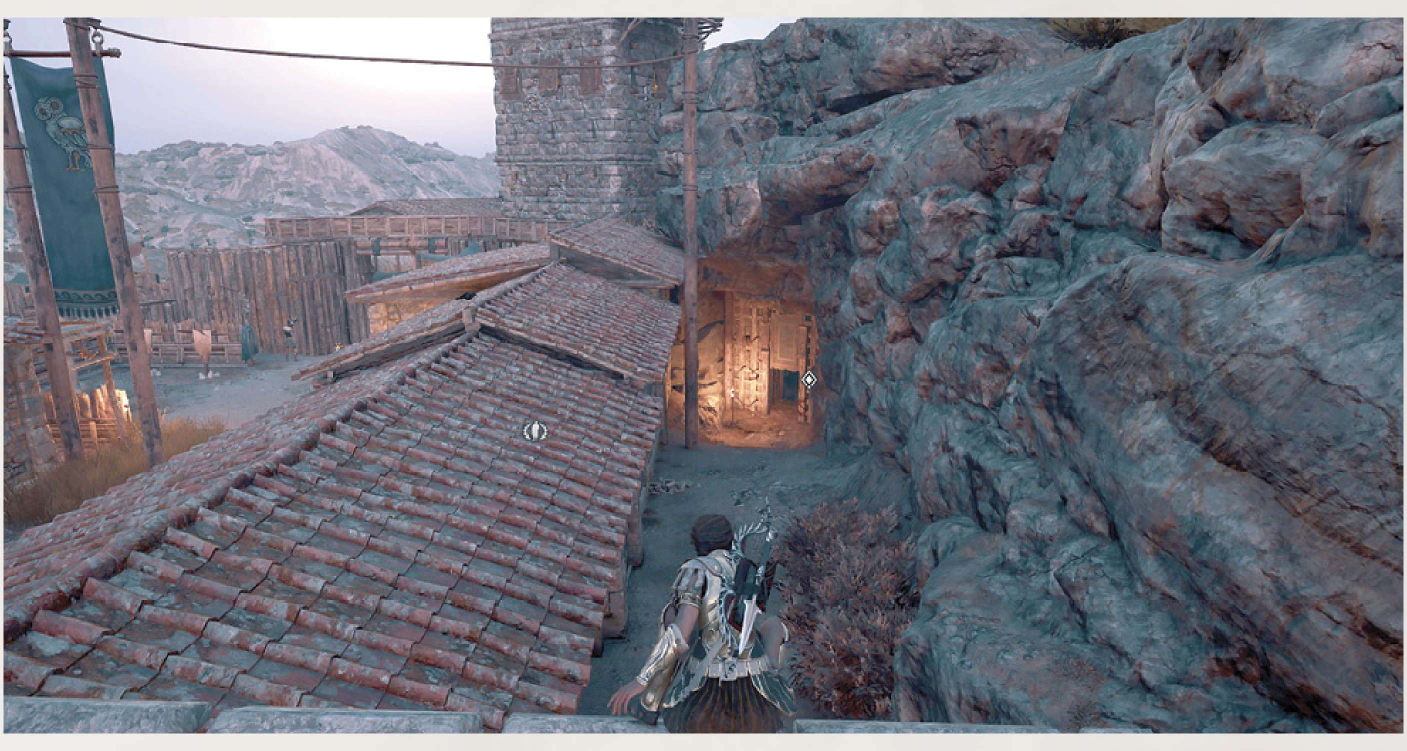
PREREQUISITE: *Begin Of Minotaurs and Men*

UNLOCKS: N/A

STORY: The collector sells all manner of trinkets, but you are only interested in the Minotaur.

MESSARA: MINOS'S LEGACY

Talk to the collector in Gortyn City. Next head to nearby Daidalos Fort. From the southern corner tower, go west to find the Daidalos Armory. Kill the polemarch inside and then loot the armor that is displayed on a pedestal on the upper level.



Seeking Answers

RECOMMENDED LEVEL: 29

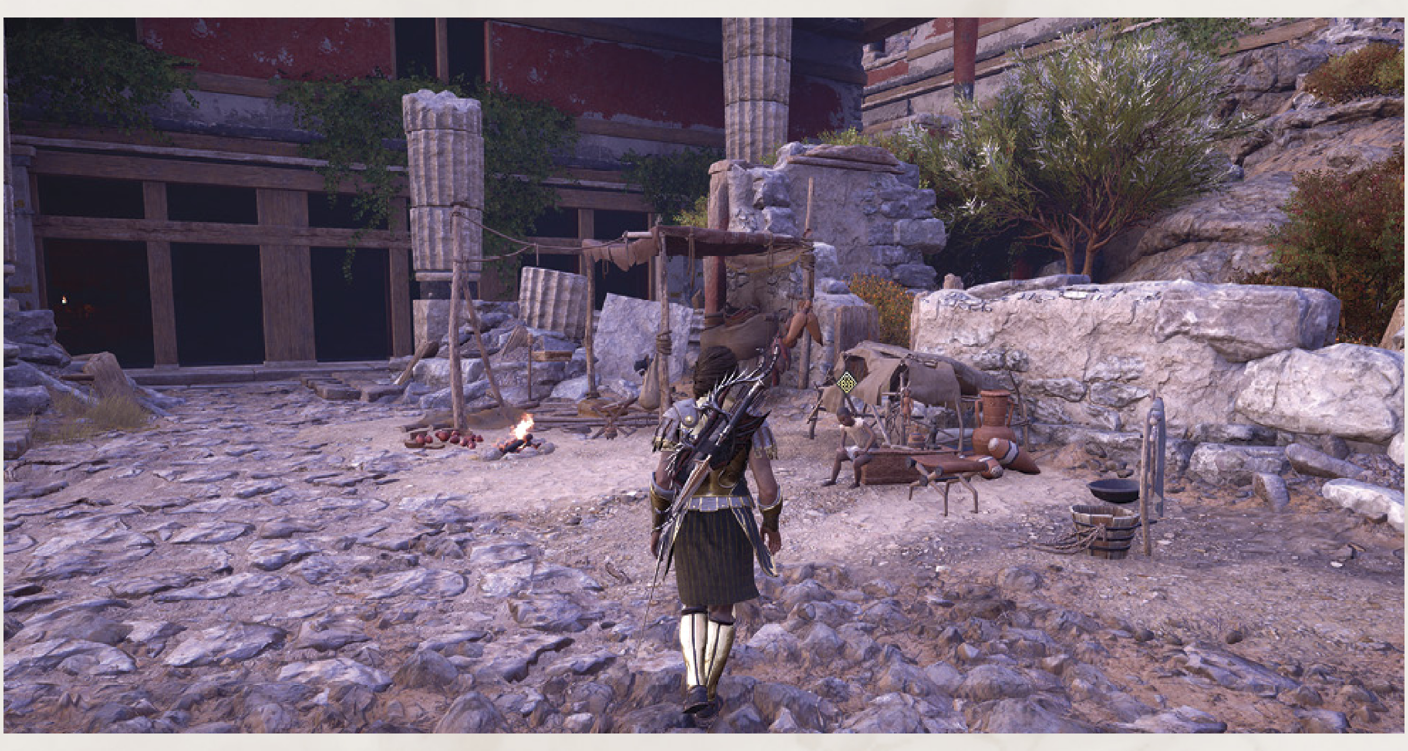
PREREQUISITE: Complete *Full Circle*

UNLOCKS: *A Place of Twists and Turns* chapter, *He Waits* quest

STORY: Realizing you have the information Ardos needs to continue the search for his father, you know you have to go to him.

MESSARA: KNOSSOS PALACE

Return to Ardos at Knossos Palace to receive **Theseus's Gauntlets** (rare arm armor) and the **Phaistos Disk**.



A PLACE OF TWISTS AND TURNS

He Waits

RECOMMENDED LEVEL: 40

PREREQUISITE: Complete *Of Minotaurs and Men*

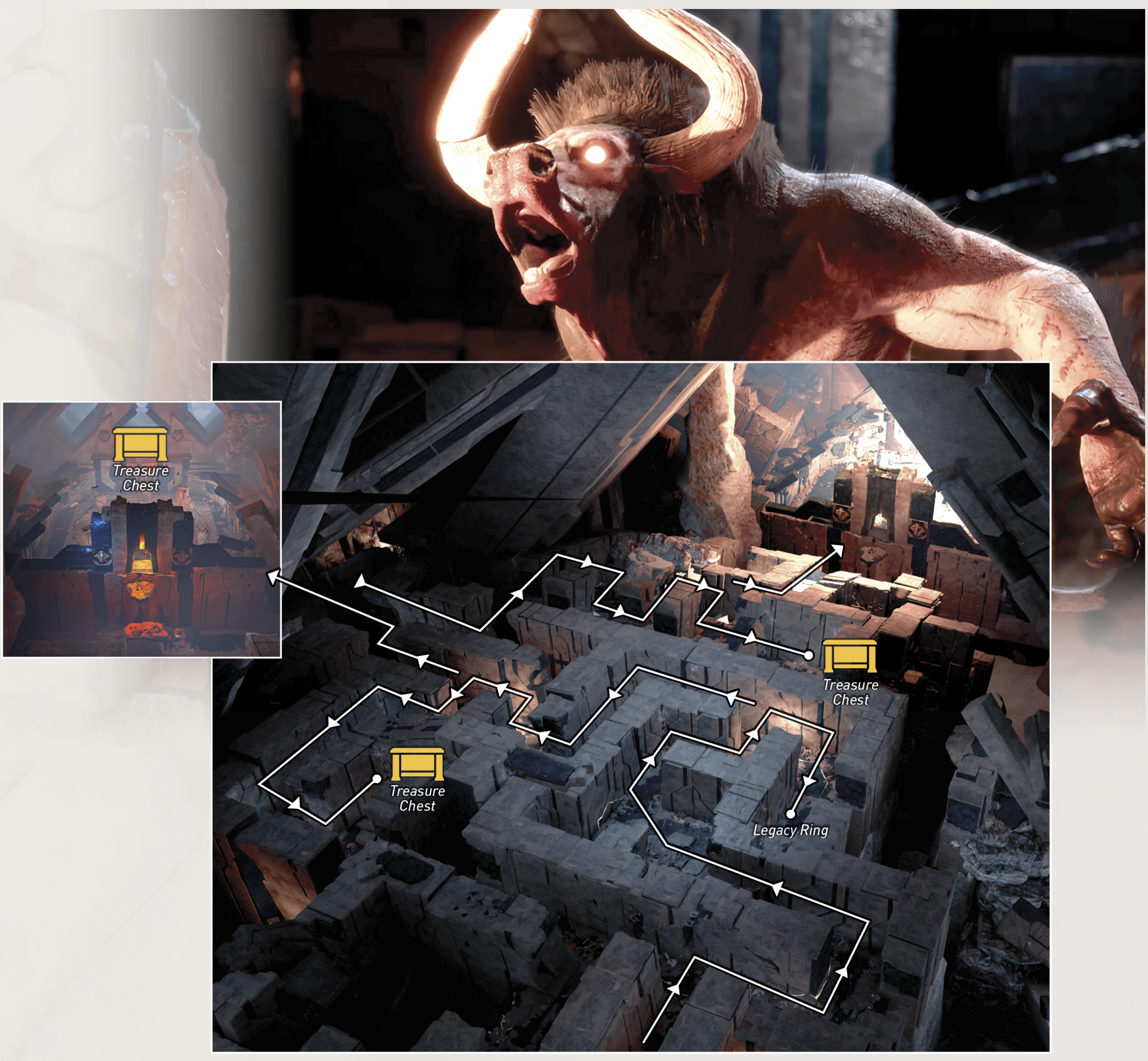
UNLOCKS: N/A

STORY: You descend into the depths of Knossos Palace to slay the dreaded Minotaur.

MESSARA: KNOSSOS PALACE

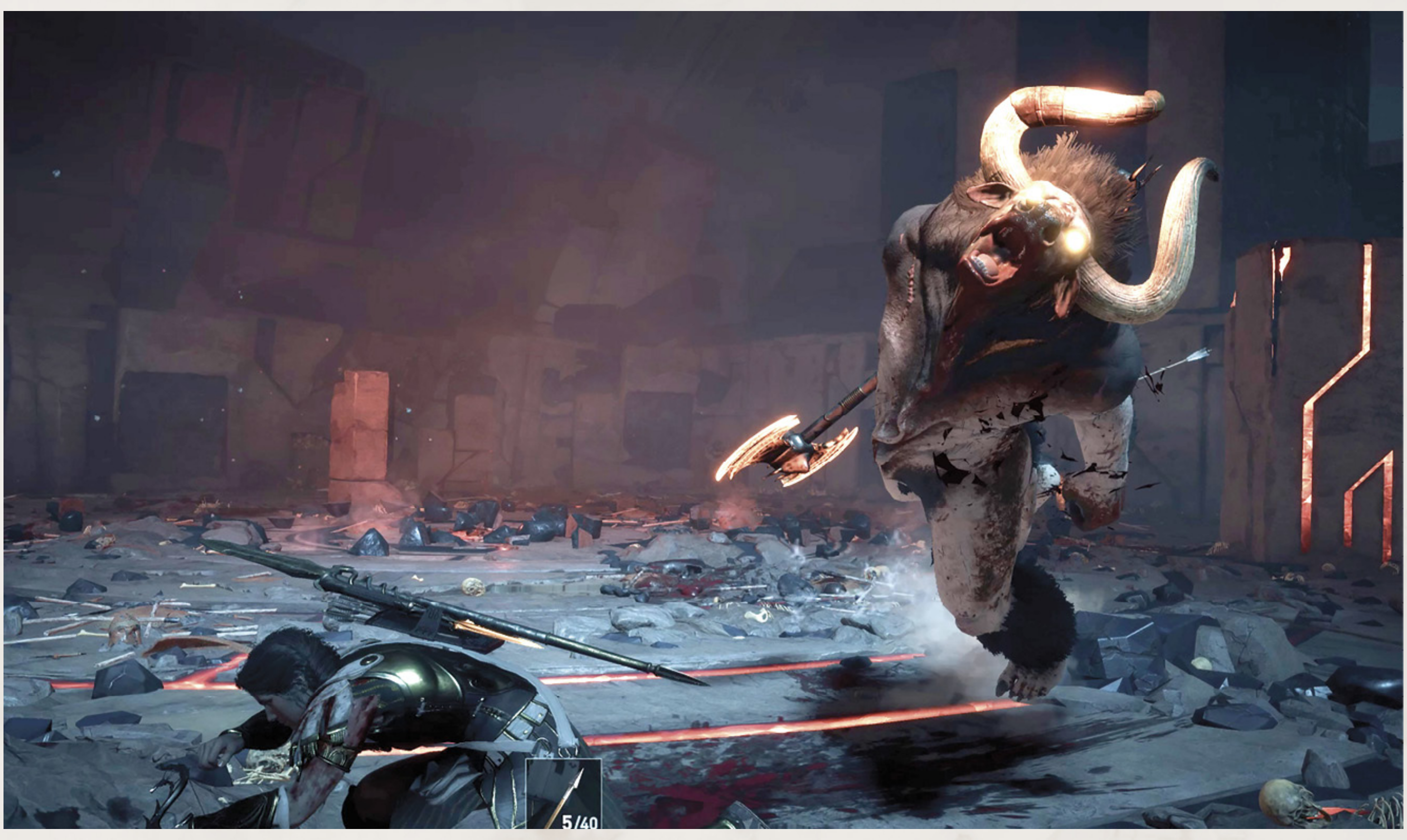
Descend below Knossos Palace and place the Phaistos Disk into the slot to open the door. Dive into the water and follow the path to the labyrinth. The maze ahead leads to the Minotaur boss fight, but three treasure chests and the **Legacy Ring** can be found if you explore all of the paths. Our map shows the route to each treasure and the boss.

The Minotaur is equipped with a heavy bladed weapon that gives him long reach and powerful strikes. Remain at distance whenever possible and be sure to keep evading when close. A leaping slam attack allows him to close in fairly quickly, but a sidestep will help you avoid taking damage.



Blocks scattered around the arena can be used to slow the beast down—run around them when evading his pursuit. He will bust through them, which provides a great opportunity to attack.

During the first phase, he charges straight at you with a leap attack. Evade straight at him, turn around, and get in a couple shots before he repeats this maneuver.



When his health has been reduced by half, he changes it up with a new charge attack. If you are unable to avoid the move, he grabs and tosses you into the air—followed by a devastating slam. Evade to the side and get in your own melee strikes or more arrows.

He now has a projectile attack, where he scrapes up some rocks with his axe and hurls them your way. Sidestep to avoid the debris.

After defeating the Minotaur, you acquire the **Prize of the Minotaur.** Return to Ardos and talk to him; you must decide to hand over the ring or keep it. You are also rewarded with a legendary heavy bladed weapon (Minotaur's Labrys).

EMPEDOKLES CHARACTER QUESTS

A GOD AMONG MEN

RECOMMENDED LEVEL: 36

PREREQUISITE: Discover Kythera Town

UNLOCKS: *Left to Dye*

LOCATION: Northwest Pilgrim Hill, Kythera Island

STORY: Having interrupted the stoning of a religious fanatic, you learn of a man who claims he is a god and are asked to rescue him.

KYTHERA: PILGRIM HILL

Find Empedokles by scanning Murex Fort in Aphrodite's Watch, Kythera island. Eliminating guards can simplify the exit, but it is possible to free the fanatic and sneak out of the fort. Talk to Empedokles, follow him to his statue, and talk to him again.

LEFT TO DYE

RECOMMENDED LEVEL: 36

PREREQUISITE: Complete *A God Among Men*

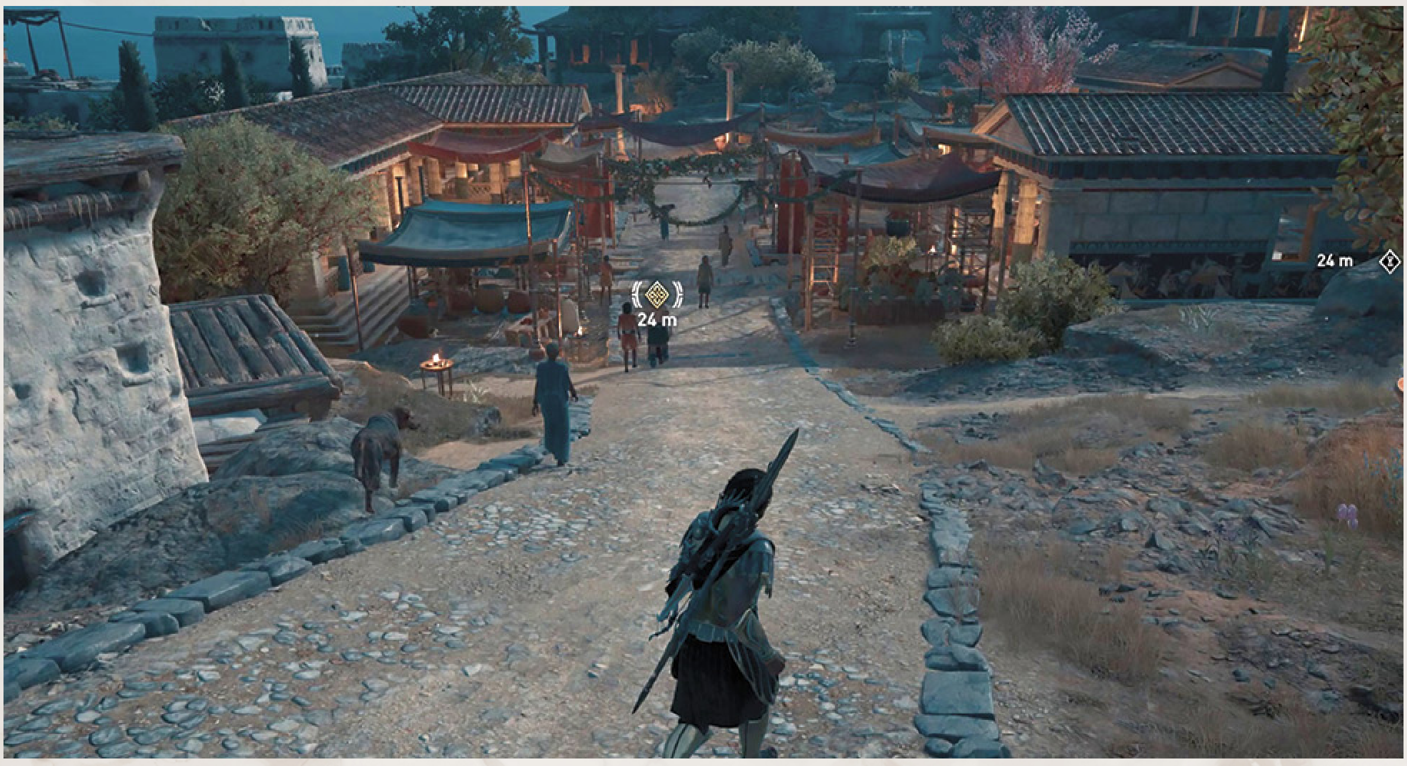
UNLOCKS: *Tunnel Vision* chapter (only if you have met Pythagoras), *Stairway to Olympos* quest

LOCATION: Kythera Town

STORY: Empedokles, freed from his bondage, requests that you find his purple cloak—though it is the key hidden inside that is the most important item of all.

KYTHERA: KYTHERA TOWN

Find and acquire the key for Empedokles by killing the three men just up the hill and looting the **Olympos Key** from the man wearing the purple cloak. This group can be spotted by using Ikaros and searching for the man in the purple cloak as they move around the Murex Dyeing Facility. Return the key to Empedokles.



TUNNEL VISION

STAIRWAY TO OLYMPOS

RECOMMENDED LEVEL: 36

PREREQUISITE: Complete *Left to Dye*

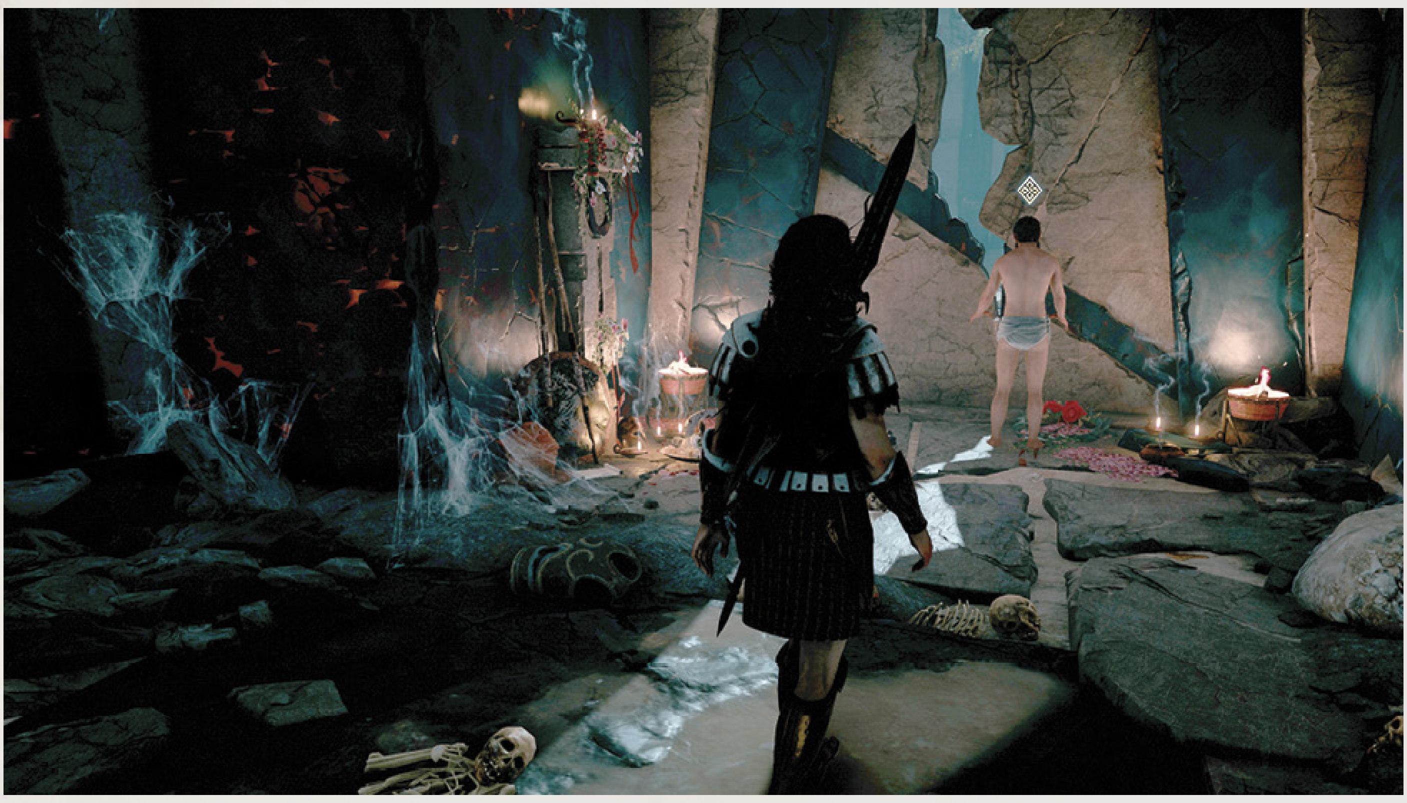
UNLOCKS: N/A

STORY: Fully clothed and key in hand, Empedokles invites you to meet those whom he claimed as family—the gods themselves.

PHOKIS: ISLE OF THISVI

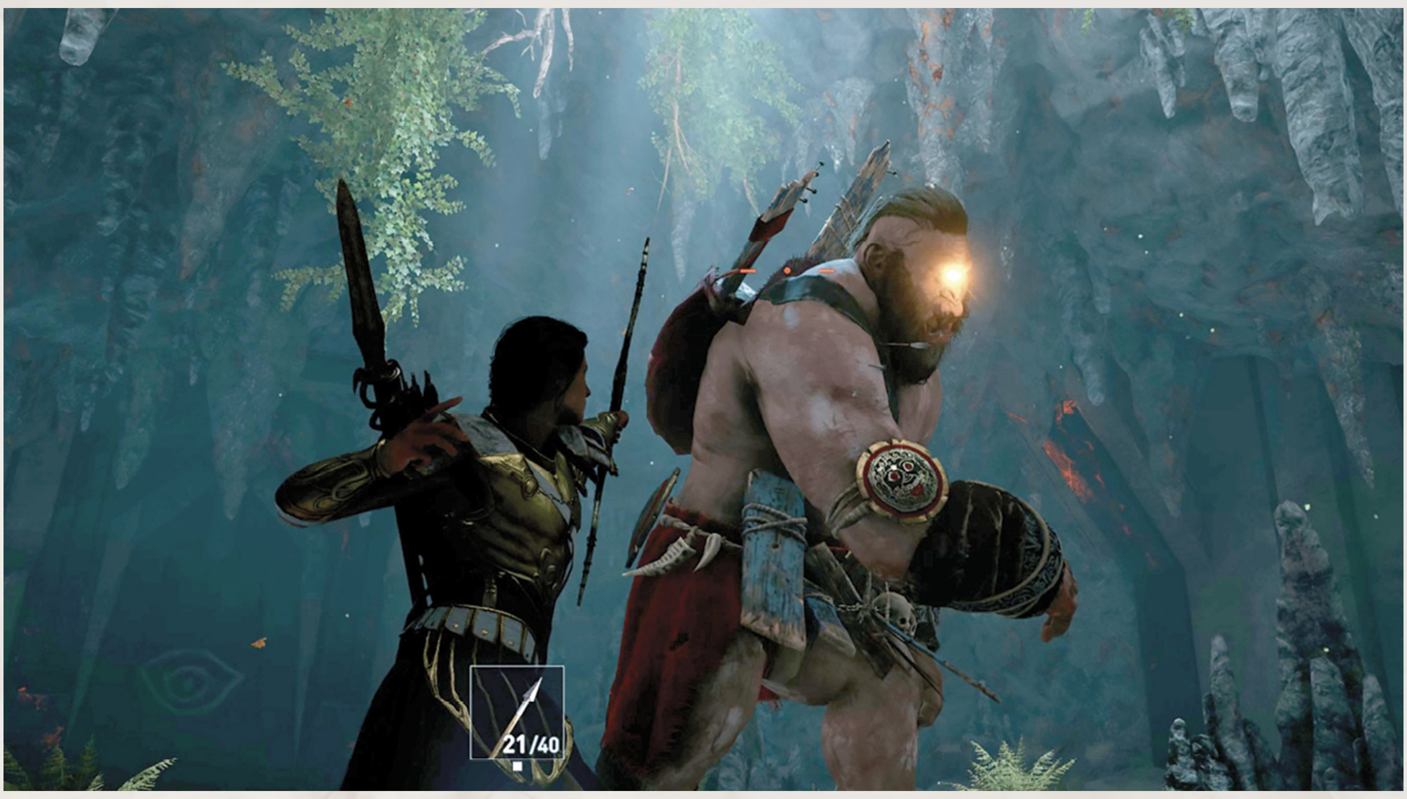
Talk to Empedokles at the Cave of the Forgotten Isle on the south side of Phokis. Place the Olympos Key to open the gate to find the Cyclops, Brontes—The Thunderer.

The Cyclops is a giant with a powerful lunging arm swing, which can be avoided with evasive maneuvers, and a clap attack that sends waves straight ahead. This ability can be avoided with a sidestep. In close, he stomps his feet, causing rocks to fall from the cavern ceiling. Evade to avoid them.



Aim for the obvious weak point (his eye), though he will cover it if you take too long. He occasionally drops to a knee, providing an opportunity for melee attacks.

At 50% health, he fashions himself a huge club with a piece of the cavern wall. He swings the club, much like his previous melee attack. He also performs a powerful two-handed slam. Be sure to evade well out of range when you see him raise the club. This sends rocks down from the ceiling, so stay on the move until clear. He also has a 360-degree sweep.



Late in the fight, the rocks continue to drop, so watch for the falling dirt to signal where the rocks will land. Stay on the move to stay out of harm's way. He also goes into a kind of rage mode, where he slams the ground and sweeps around more often. Remain clear as you move around the arena, and hit his eye with arrows.

Loot the **Prize of the Cyclops**. You are rewarded with a legendary heavy bladed weapon (**Polyphemos Cyclops Bludgeon**).

SHADOWS OF SERPENTS

Romancing the Stone Garden

RECOMMENDED LEVEL: 50

PREREQUISITE: Complete *Stairway to Olympos and discover Petrified Valley*

UNLOCKS: *Love's Long Shadow*

STORY: After agreeing to help Bryce save Ligeia, you follow her deep into the woods where the Writhing Dread is believed to lurk.

LESBOS: PETRIFIED VALLEY

Before talking to Bryce, take out the guards that surround her. After talking to her, kill the mob leader and any remaining guards. Talk to Bryce again and then follow her down the hill to the horses and then to Dread Ruins. It is advisable to pay off any bounties before setting off.

Love's Long Shadow

RECOMMENDED LEVEL: 50

PREREQUISITE: Complete *Romancing the Stone Garden*

UNLOCKS: *A Slithery Plea*

LOCATION: Dread Ruins in Petrified Valley, Lesbos Island

REWARD: Rare dagger (Petrified Blade), medium XP

STORY: Having saved a panic-stricken Bryce from an angry mob, you unknowingly become part of a tragic tale involving two star-crossed lovers…

LESBOS: PETRIFIED VALLEY

Talk to Bryce and follow her to the Writhing Dread's lair.

A Slithery Plea

RECOMMENDED LEVEL: 50

PREREQUISITE: Complete *Love's Long Shadow*

UNLOCKS: *Heavy Is the Spear* and *Hard to Artemis*

STORY: You meet Bryce at the lair of the Writhing Dread. Bryce asks you to aid her in saving her lover.

LESBOS: PETRIFIED VALLEY

Find and talk to the mercenary about the spear (complete Heavy Is the Spear support quest) and find the Gorgon Disk (complete Hard to Artemis support quest). Then return to Bryce. The Heavy Is the Spear quest is optional.

Hard to Artemis

RECOMMENDED LEVEL: 50

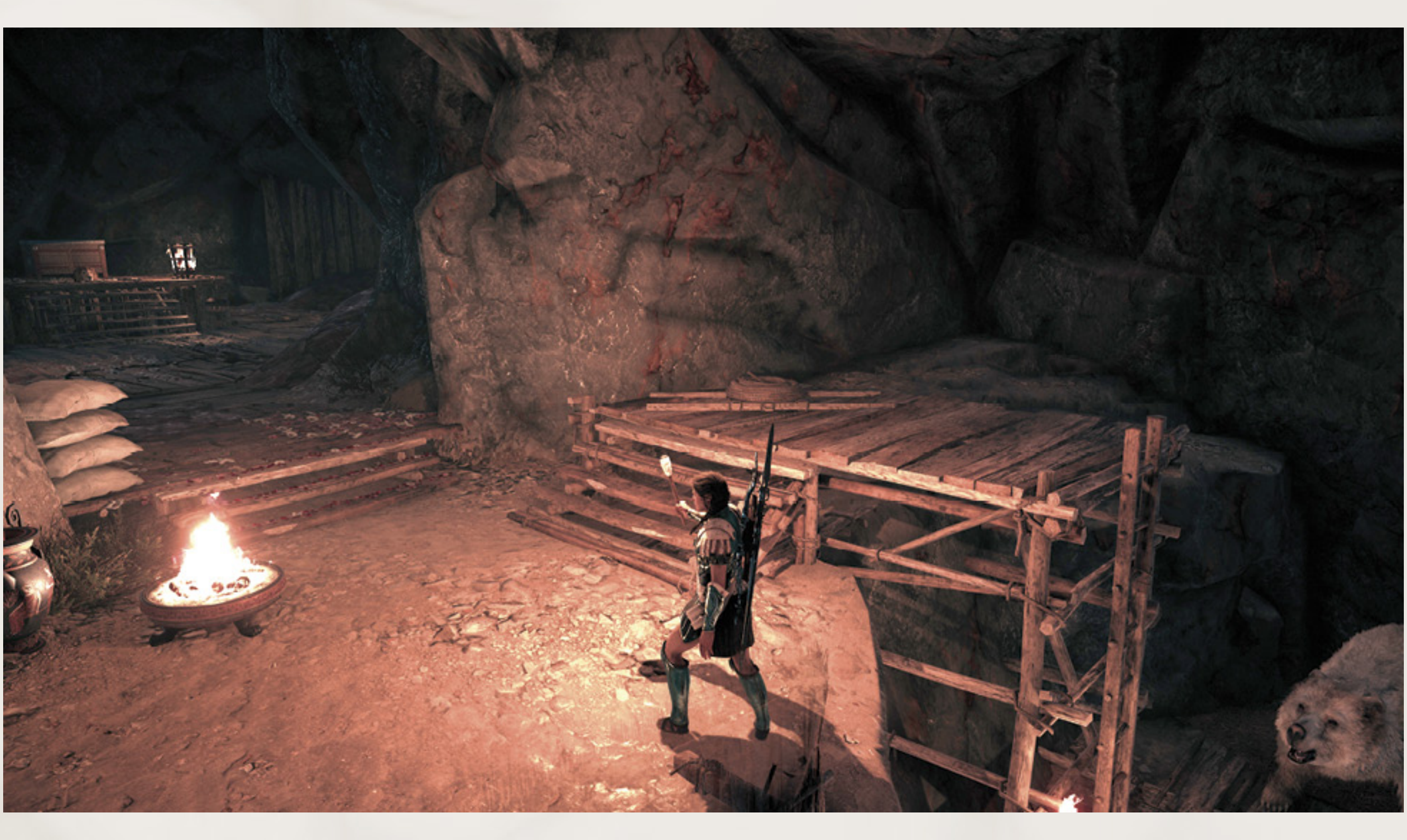
PREREQUISITE: Complete *Love's Long Shadow*

UNLOCKS: *Writhing Dead*

STORY: Bryce believes the Daughters of Artemis keep a key to the Writhing Dread's lair in their trophy room. It seems unlikely they are going to simply hand it over.

CHIOS: HUNTED FOREST OF ARTEMIS

Reach the Huntress Village in the Hunted Forest of Artemis, Chios island. Sneak or fight your way into the Cave of Arktoi on the south side of the village. Beware of the two bears inside the cave while you search for the treasure chest on a high platform to the right. Loot the Gorgon Disk (and Viper Bow) to complete the quest. It is possible to collect the disk before getting this quest; the best time is during the Clothes Make the Daughter quest started on Chios island. Once *Hard to Artemis* is completed, talk to Bryce and say **"Let's go"** to unlock *Writhing Dead*.



Heavy Is the Spear

RECOMMENDED LEVEL: 50

PREREQUISITE: Complete *Love's Long Shadow*

UNLOCKS: N/A

STORY: You have many questions for the mercenary who claims to have slain the Writhing Dread.

LESBOS: ANCIENT PEARL

Find and talk to the mercenary about the spear at the Mountain Temple of Poseidon in Ancient Pearl, Lesbos. Kill the mercenary and loot the **Gorgon Slayer** spear and the **Immortal Coil** (quest item). This support quest is optional. Simply talk to Bryce and say **"Let's go"** to proceed without the spear.

Writhing Dead

RECOMMENDED LEVEL: 50

PREREQUISITE: Complete *A Slithery Plea*

UNLOCKS: N/A

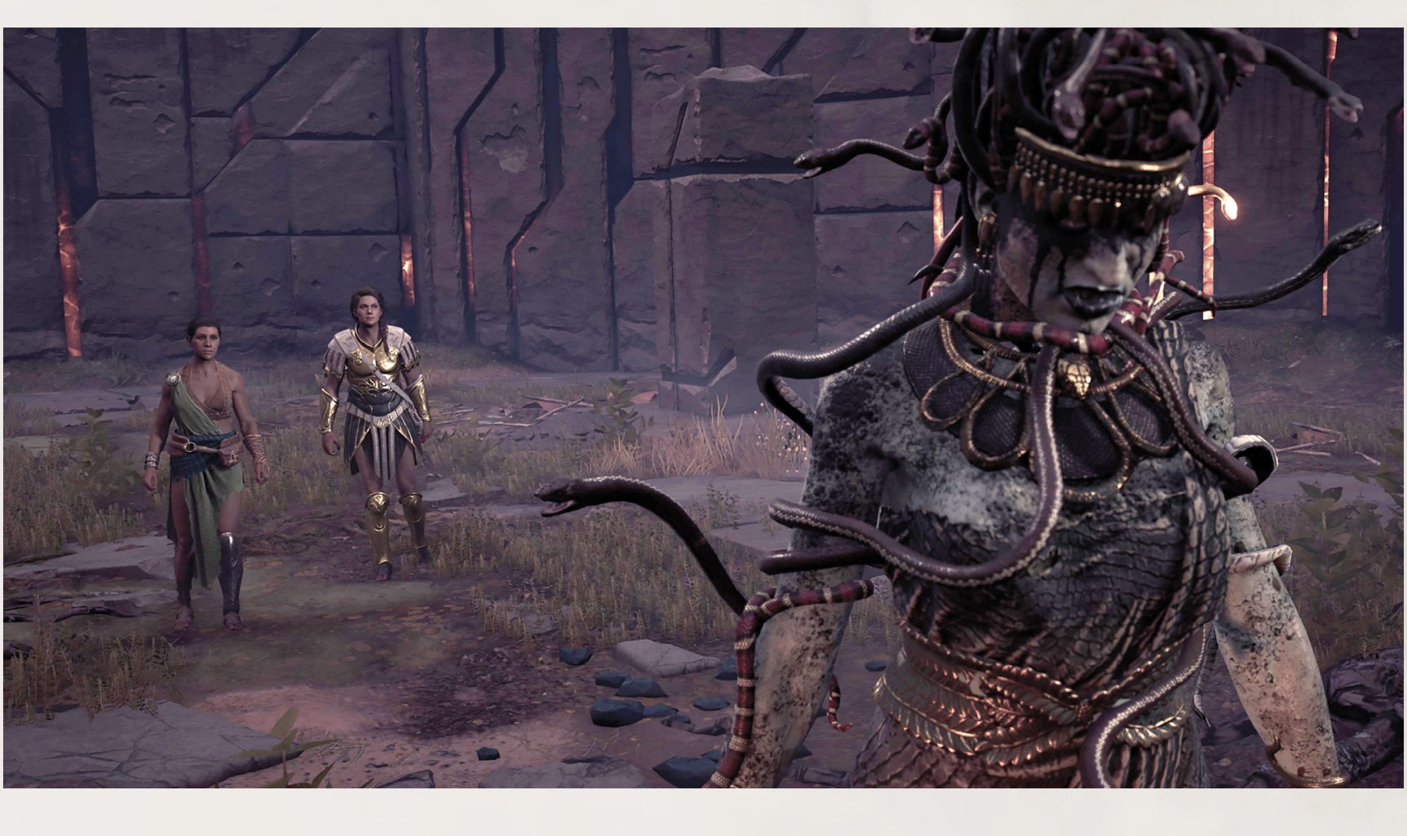
STORY: Having opened the gate, you rush in with Bryce to find Ligeia and fight the Writhing Dread.

LESBOS: PETRIFIED TEMPLE

Use the Gorgon Disk to open the gate and track Bryce through the Petrified Temple. Snakes are everywhere; carry a spear to deal with them from a distance. Three treasure chests can be looted for resources as you move through the temple. Find Bryce inside the final cavern with the next boss, Medusa.

Medusa begins the fight by waving her arm, calling for three partially petrified elite soldiers to drop into the fight. Stay on the move and pick them off while avoiding the boss's attacks.

After performing a flip, Medusa fires a petrifying beam that targets you. It slowly petrifies you as it makes contact. The longer it remains on you, the slower you move and the closer you get to death. Put a pillar or enemy between you and Medusa to break the spell. The petrification slowly goes away.



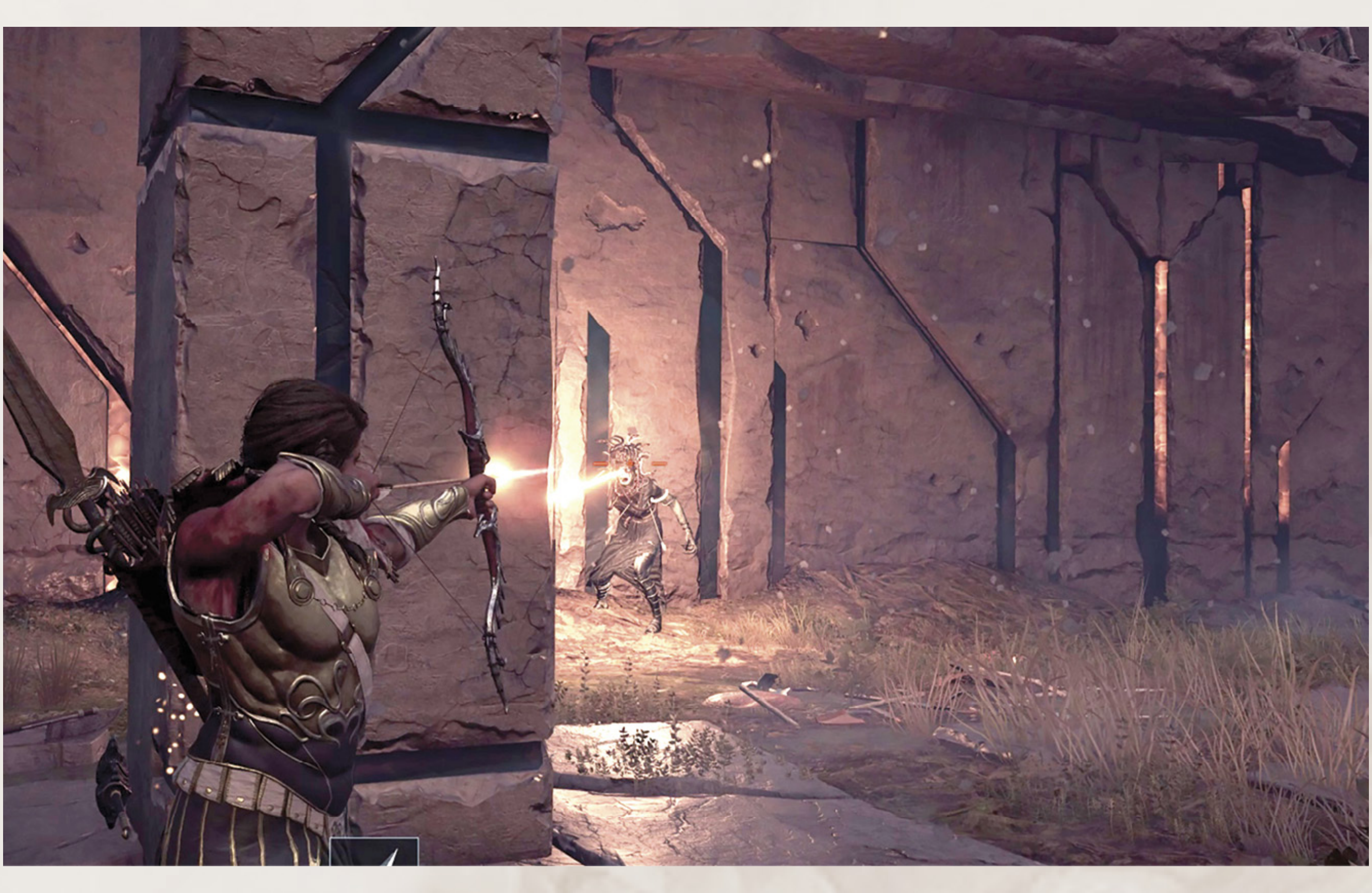
Watch for Medusa to squirm around and lift one arm. She releases three lightning strikes that hit the ground at your location. Stay on the move to avoid taking damage.

Medusa is protected by a shield that is impenetrable. Defeat the soldiers to release the shield. At this point, she still has the beam and lightning strikes, but the tell is different for the latter—she slams the ground before the lightning. She gains the ability to move around the arena in a flash, which she will use to escape your attacks or gain an improved view.

She has the ability to grab and thrust her weapon through you. This causes massive damage, so avoid spending too much time next to her.

During her beam attack, peek around a pillar and hit her with arrows. Poison and fire are effective against her. She will attempt to flush you out with her lightning strikes, so evade back and forth to stay behind cover.

After you eliminate about one-third of her health, she reenables her shield and calls in four more soldiers. She now casts four lightning strikes while shielded. Deal with them just as you did the others.



Once they are gone, pelt her with arrows just as before until her health reaches about one-third left. Again, her shield is enabled. Next, five soldiers drop into the arena and five lightning strikes are released at a time while she is shielded.

After you kill the final group of soldiers, Medusa enters a rage mode—moving around the arena more often. Keep track of her and always keep a pillar between her and you.

Once she is defeated loot the **Prize of Medusa** and the **Harpe of Perseus** (legendary sword).

THE GATES OF ATLANTIS

ANCIENT REVELATIONS

RECOMMENDED LEVEL: 27

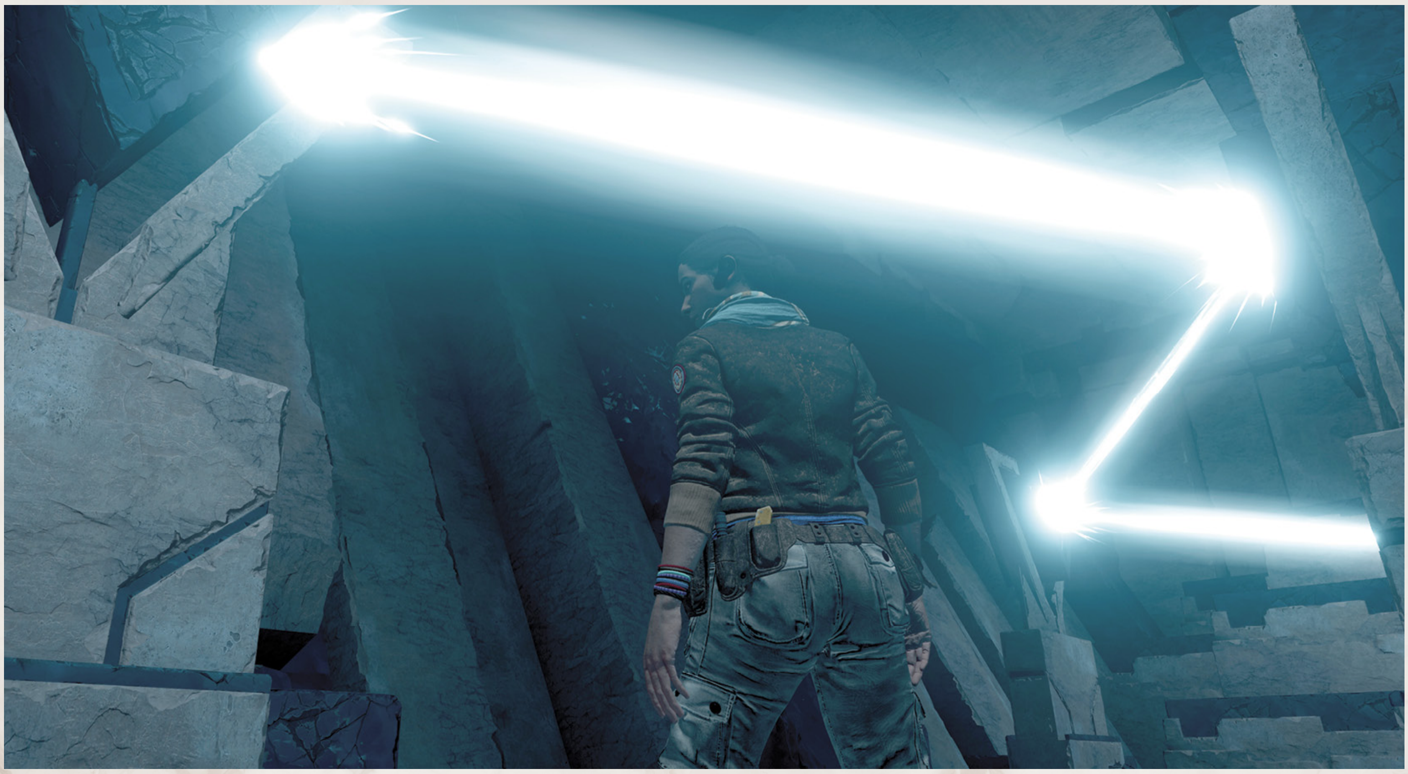
PREREQUISITE: Complete ***The Gates of Atlantis***

UNLOCKS: N/A

STORY: With all the artifacts returned, you discover the knowledge kept hidden and a means to seal Atlantis forever.

GATEWAY TO THE LOST CITY

Talk to Pythagoras and obtain the Staff of Hermes Trismegistus (legendary staff), either peacefully or forcefully. This takes you to current time, as Layla Hassan. After interacting with the altar, climb up to the objective marker in the upper-right corner of the cavern. Now you must move the three pillars so the beam of light is reflected into the cavern. Move the farthest pillar left until the beam bounces off it. Push the middle pillar right so the light reflects to the third pillar. Pull that final pillar out of the way and return to the cavern.



Agapios

Death and Taxes

Death and Taxes

RECOMMENDED LEVEL: 12

QUEST GIVER: Agapios

PREREQUISITE: Complete *A Debt to Pay* (main quest)

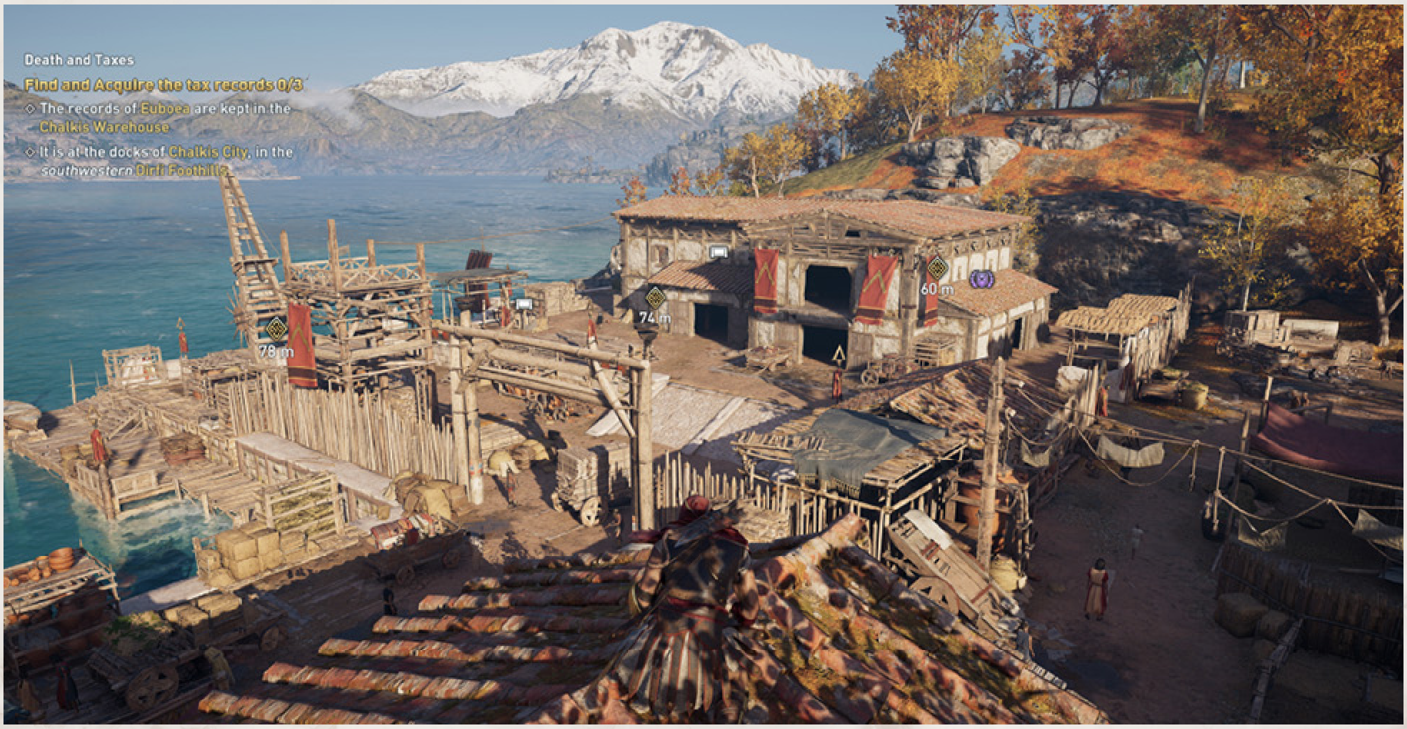
UNLOCKS: *Sharp Tongue*

LOCATION: Chalkis City in Dirfi Foothills, Euboea

REWARD: Low drachmae, rare legs armor (Tax Collector Greaves), high XP

STORY: Agapios has been tasked with investigating the warehouse in Chalkis for clues to the identity of the Dagger's leader. And so, with guards in the way, you are hired to infiltrate the warehouse.

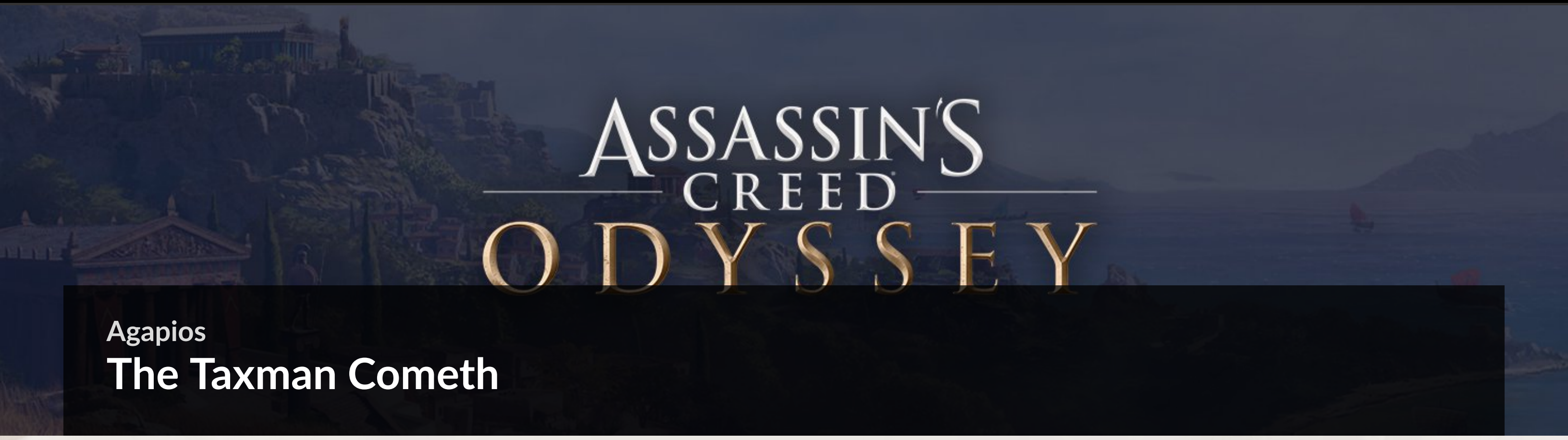
Agapios wants you to find and acquire the three tax records located at Chalkis Warehouse at the docks of Chalkis City in southwestern Dirfi Foothills. Guards litter the property, so deal with them or avoid being detected as you sneak through the area. The **Shipment Record** is just inside the central warehouse, the **Tax Record** is on a table next to the water, and you must loot the **Customer Record** off one of the mobile guards. It is possible to collect these items beforehand, so if you have already visited the warehouse, they may be in your inventory. Once all three documents have been collected, return to Agapios.


Death and Taxes

Find and Acquire the tax records 0/3

◇ The records of Euboea are kept in the Chalkis Warehouse

◇ It is at the docks of Chalkis City, in the southwestern Dirfi Foothills



Agapios

The Taxman Cometh

THE TAXMAN COMETH

RECOMMENDED LEVEL: 12

QUEST GIVER: Rhoeo

PREREQUISITE: Complete ***A Debt to Pay*** (main quest)

UNLOCKS: N/A

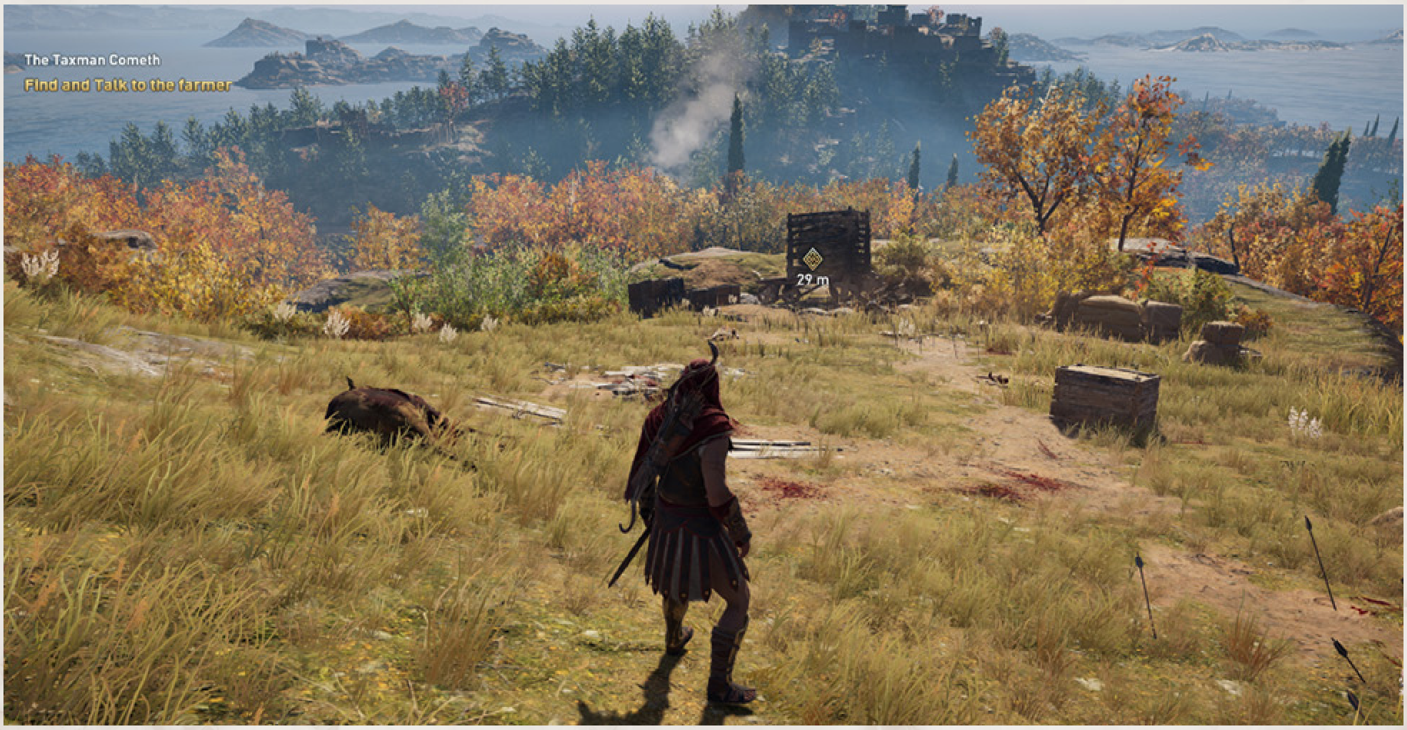
LOCATION: Chalkis Farm in Dirfi Foothills, Euboea

REWARD: Epic legs armor (Euboea Boots), medium XP

STORY: A farmer in Euboea learned the hard way that when you dance with the Dagger, you get cut.

This quest is part of Agapios's quest line, but it is not necessary to meet him in Death and Taxes before completing it. If you begin *Freedom Isn't Free* before completing this quest, it becomes a support quest.

Talk to Rhoeo on the terrace of the farmhouse. She wants you to track down her husband, the farmer. She sends you to Katarraktes Cave to the east in Mount Dirfi. Find a broken-down cart and a survivor down the hill to the southeast. Talk to the slave to find out the farmer is at Dystos Fort in Forgotten Ruins of Makris.



SHARP TONGUE

RECOMMENDED LEVEL: 12

QUEST GIVER: Agapios

PREREQUISITE: Complete ***Death and Taxes***

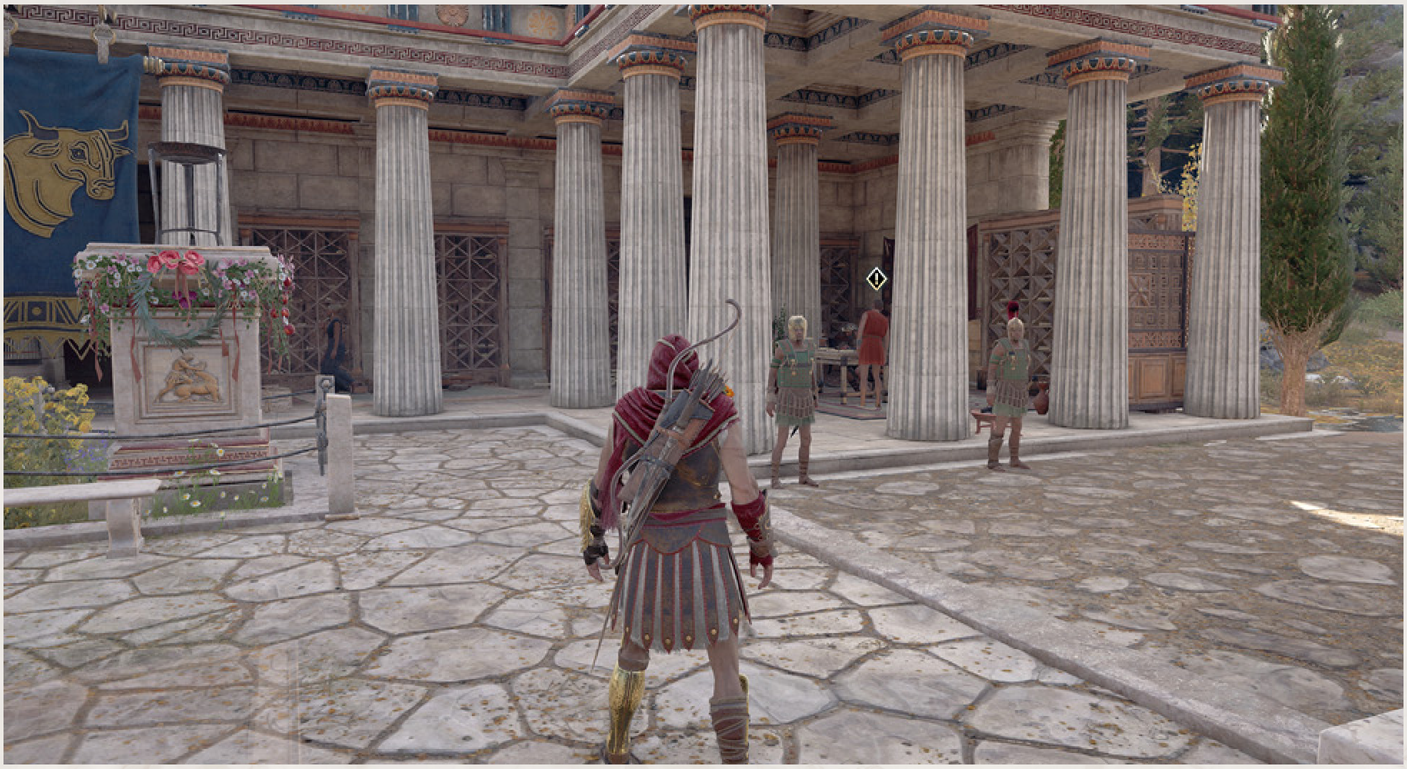
UNLOCKS: ***Freedom Isn't Free, The Kingfisher*** **and** ***the Robin***

LOCATION: Chalkis City in Dirfi Foothills, Euboea

REWARD: Medium drachmae, rare heavy blunt weapon (Mace of Chalkis), medium XP

STORY: You, having investigated the Dagger, plan to return to Agapios and tell him what you have discovered.

Find Agapios on the south side of Chalkis City. After talking to him, *Freedom Isn't Free* is unlocked, along with three support quests. Once those three quests have been completed, return to Agapios and talk to him.



FREEDOM ISN'T FREE

RECOMMENDED LEVEL: 12

QUEST GIVER: **Agapios**

PREREQUISITE: Complete ***Death and Taxes***

UNLOCKS: N/A

LOCATION: **Euboea**

REWARD: N/A

STORY: **By the orders of Chalkis's magistrate, Agapios hires you to take down the Dagger, who—by the claim of many—has been corrupting Euboea.**

Complete the three support quests: *Blood and Water*, *Dagger to the Heart*, and *Wasn't Born the Kingfisher*. This also completes *Sharp Tongue*.

BLOOD AND WATER

RECOMMENDED LEVEL: 13

QUEST GIVER: **Agapios**

PREREQUISITE: **Complete *Death and Taxes***

UNLOCKS: **N/A**

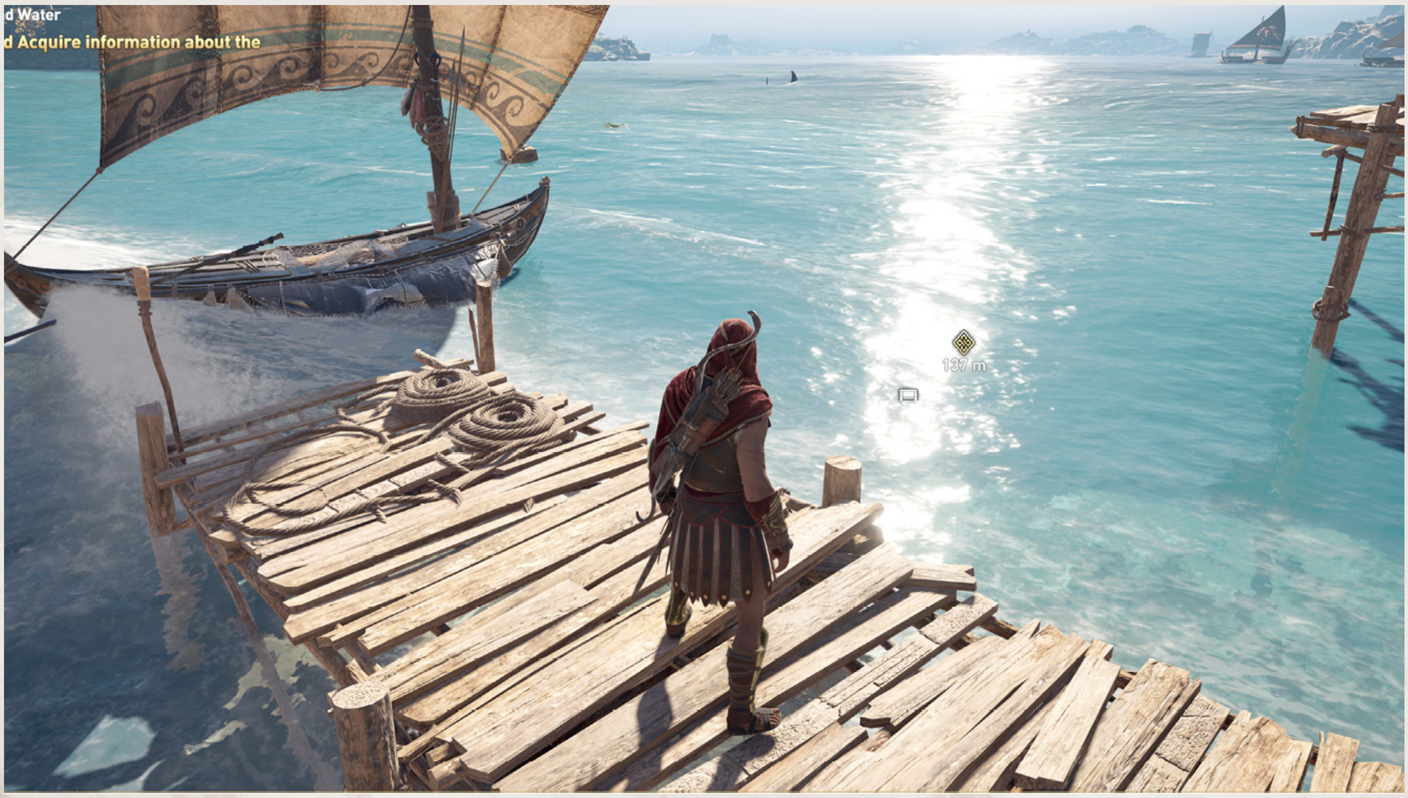
LOCATION: **Forgotten Ruins of Makris in Eretria, Euboea**

REWARD: **Rare arms armor (Secretive Gauntlets), high XP**

STORY: **A ship belonging to the Dagger has been sunk off the coast of Euboea. You hope to learn valuable information by braving the dangers of the deep.**

Meet the contact at the Eritrea Ruins in southwestern Forgotten Ruins of Makris. The former slave informs you about available information on the Dagger's sunken ship. Find the ship south of the Forgotten Ruins of Makris. Scan for sharks and kill them before diving under water. Loot the treasure chests at the bottom of Smuggler's Shipwreck. The **Achilles's Dagger** is found in a chest at the very bottom of the wreck.

Return to the former slave and kill the soldiers that attack the woman before talking to her. You have the option to give the woman 50 drachmae before leaving the ruins, though she is happy either way for her freedom.



DAGGER TO THE HEART

RECOMMENDED LEVEL: 12

QUEST GIVER: Agapios

PREREQUISITE: Complete *The Taxman Cometh*

UNLOCKS: N/A

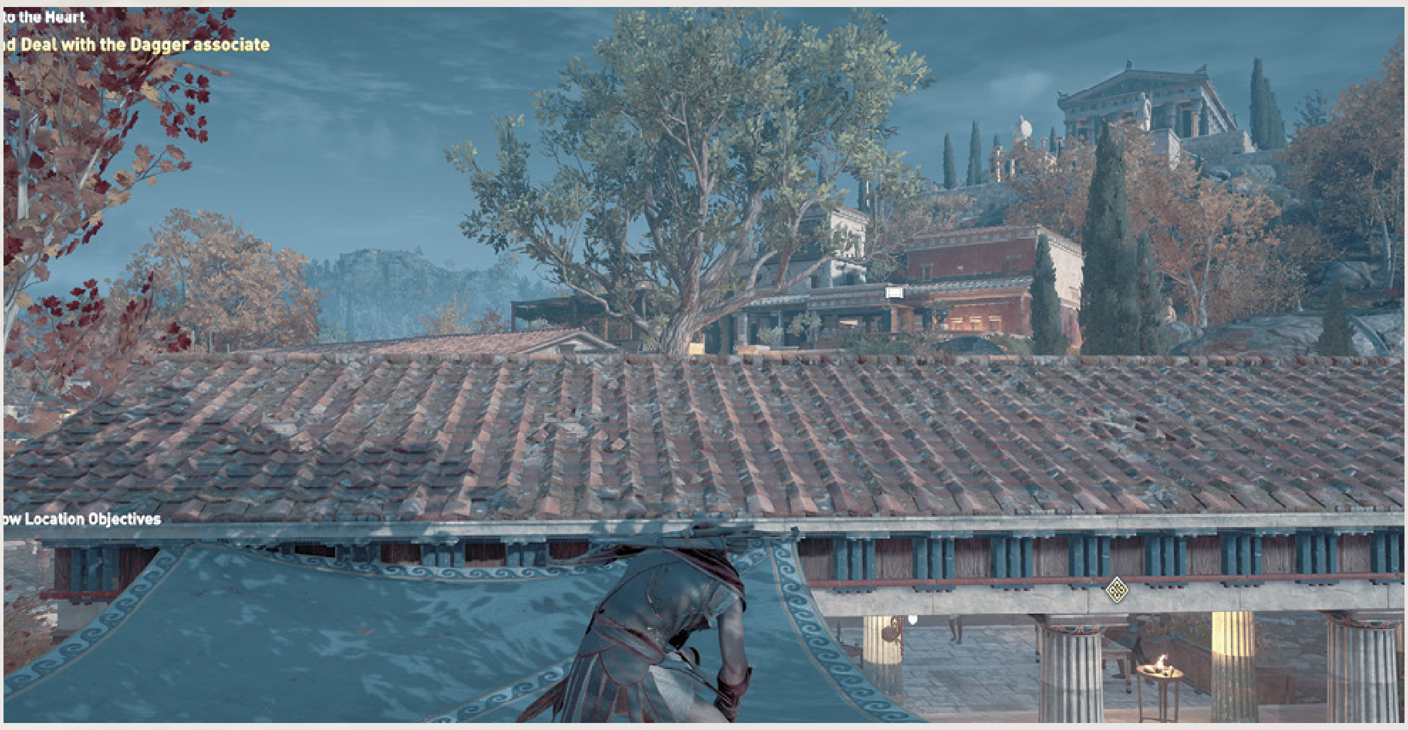
LOCATION: Theater in Chalkis City, Euboea

REWARD: No, medium, or high drachmae; very low or medium XP; rare sword (Theatrical Blade)—loot off body

STORY: Agapios sent you to the theater in Chalkis to search for leads on the Dagger.

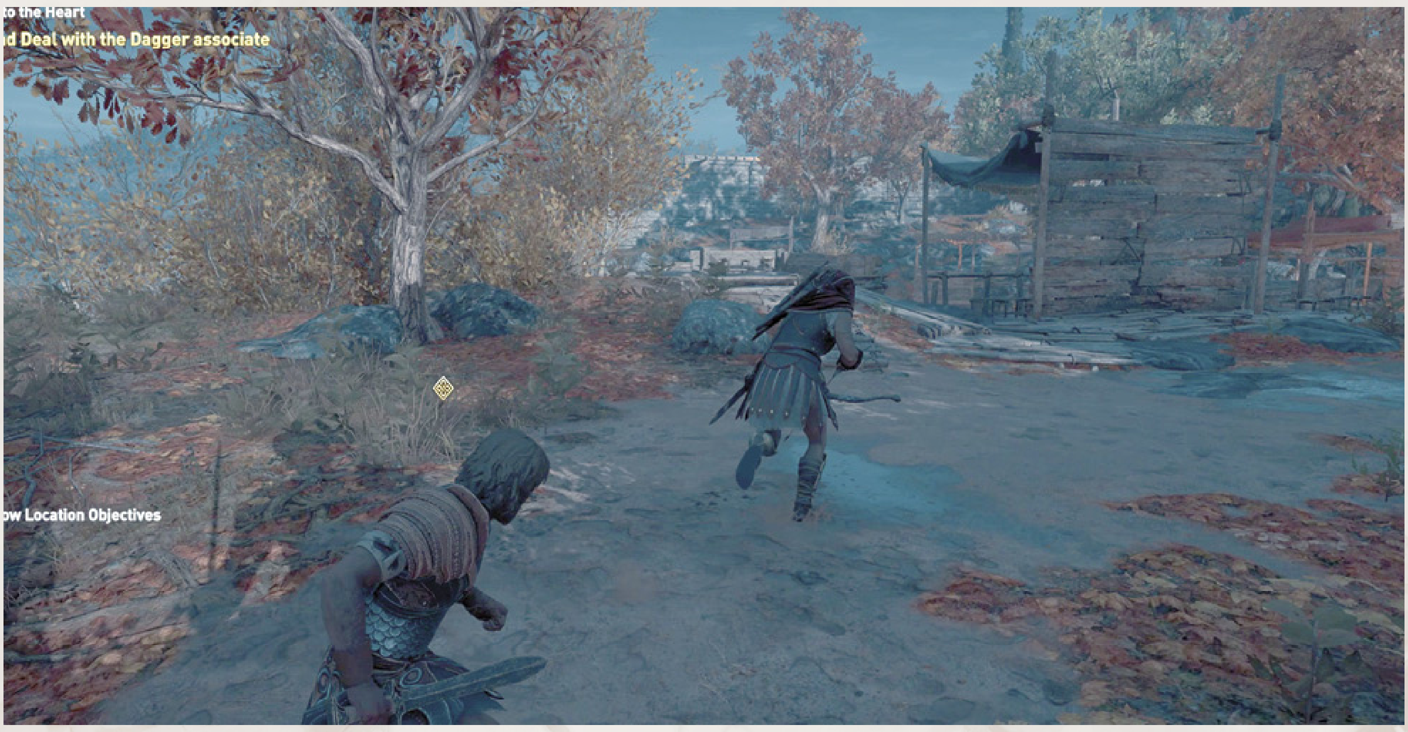
Talk to Idyia and Prexileos at the theater in Chalkis City. Prexileos wants you to kill a man for them, while Idyia wants you to talk to him. Find the Dagger associate and deal with him as you feel appropriate. His house is within Chalkis City, southwest of the Temple of Poseidon.

Visit at night for a better chance to find him unguarded. Talk to the smuggler and choose to fight or talk. You may need to deal with guards first. Either option leads to a fight, so kill him. Don't stick around, as his family comes home soon.



Return to the theater to find Dagger thugs threatening the couple. The main thug gives you the option to spare Idyia or Prexileos, or you can decide to kill thugs. A timer counts down as you make your decision, so decide quickly. If you say the thug will die or don't answer in time, the couple dies. Select Idyia or Prexileos and that person is spared; talk to the survivor after the fight.

Don't worry—there is a way to save them both. Instead of killing the Dagger associate, lead him and his guards back to the theater. Defeat them all, while protecting the couple, and they both live.



WASN'T BORN THE KINGFISHER

RECOMMENDED LEVEL: 12

QUEST GIVER: Agapios

PREREQUISITE: Complete *The Taxman Cometh*

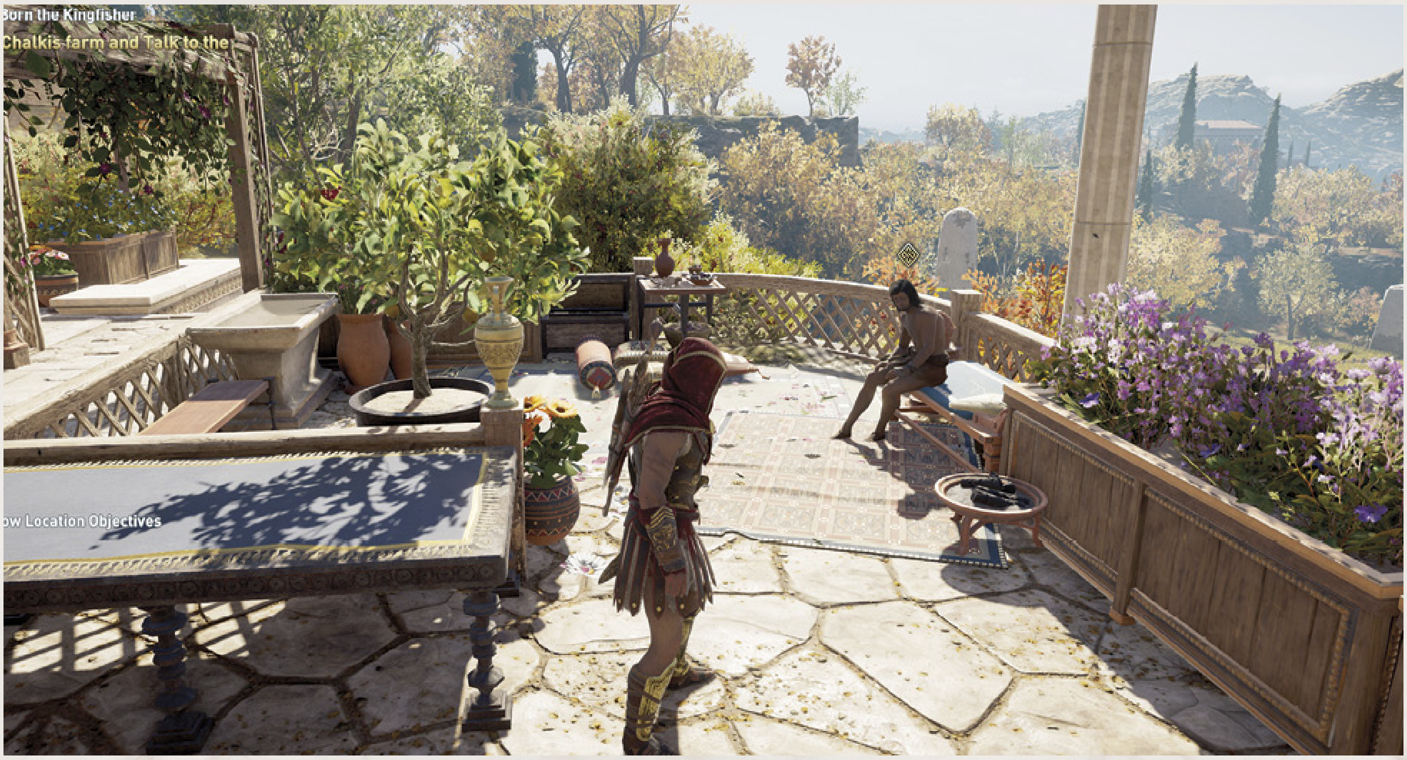
UNLOCKS: N/A

LOCATION: Chalkis Farm in Dirfi Foothills, Euboea

REWARD: High drachmae, rare staff (Agapios's Staff), medium XP

STORY: You learn there is more to the farmer's story than he had let on.

Return to Chalkis Farm and find the farmer that you saved earlier at the house. Watch out for six Dagger associates, who were tipped off by the farmer, and kill them. Talk to the farmer.


Born the Kingfisher
Chalkis farm and Talk to the
ow Location Objectives

THE KINGFISHER AND THE ROBIN

RECOMMENDED LEVEL: **14**

QUEST GIVER: **Magistrate**

PREREQUISITE: **Complete *Freedom Isn't Free***

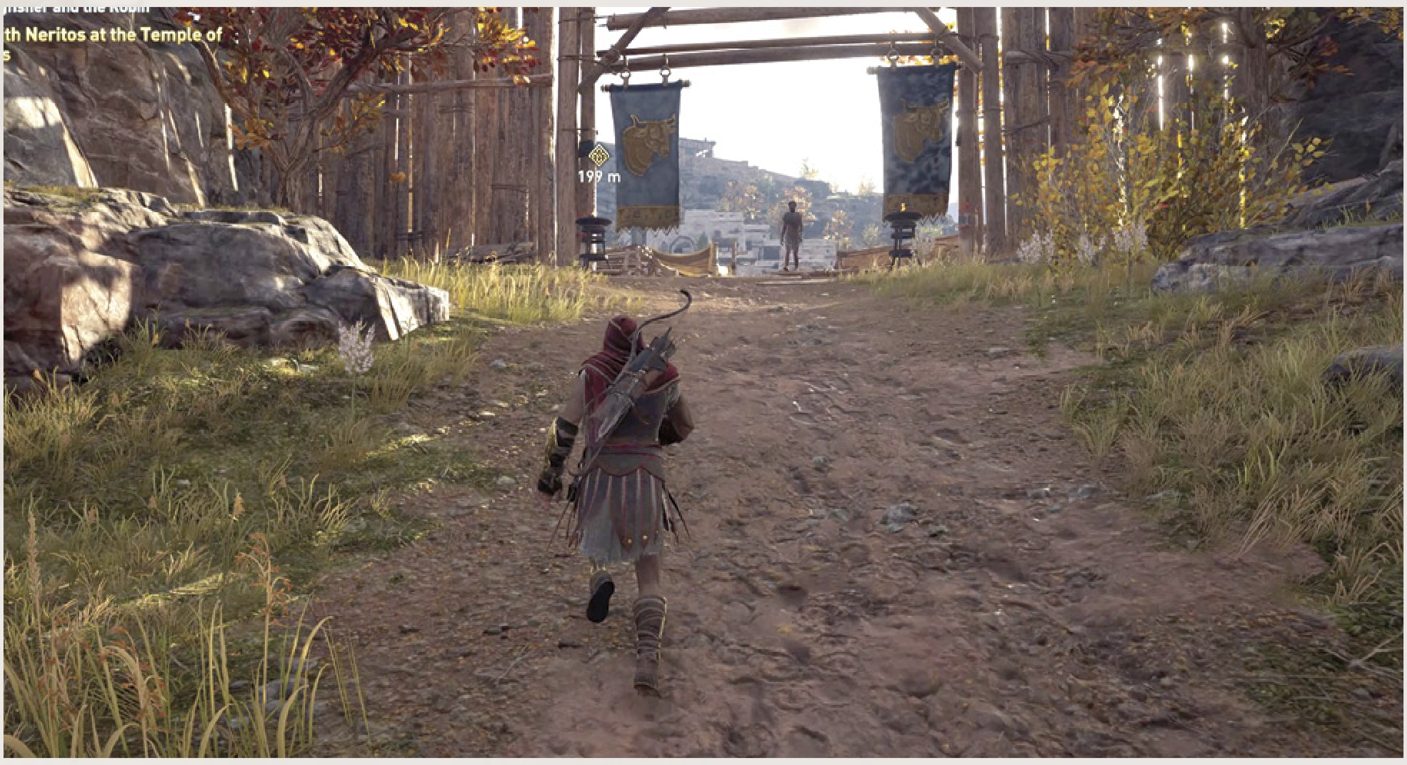
UNLOCKS: **N/A**

LOCATION: **Skyros Island, Abantis Islands**

REWARD: **Medium or high drachmae, medium XP**

STORY: **After learning the Kingfisher is Agapios's brother, you headed to Skyros for a final confrontation.**

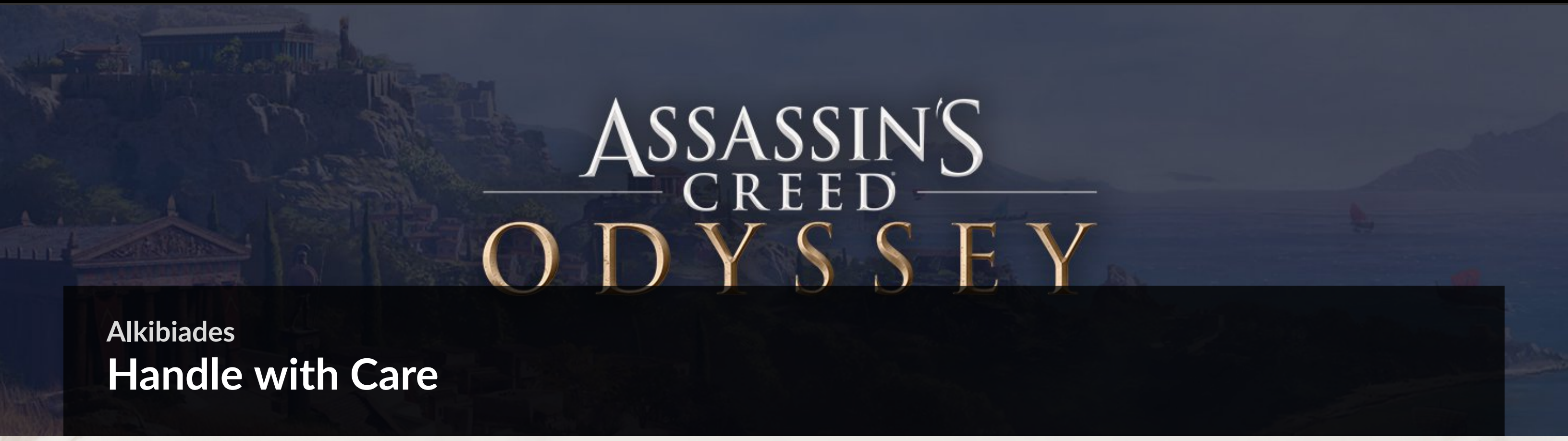
Travel to Smuggler's Dock on the west side of Skyros island, east of Euboea. Find him fighting the men of Dagger just ahead and assist him in the battle. The soldiers with Athenian shields are also on your side. Once the Dagger men in this area have been killed, talk to the magistrate.



Next, head up the mountain to the Temple of Achilles in eastern Skyros. It is possible to avoid much fighting by staying off the main paths as you climb to the top. Let the Athenian soldiers deal with them whenever possible.

When you reach the top, approach Agapios and Neritos. You are given the option to tell Agapios **"Only you can save your brother."** or **"Your brother can't be saved."** The former leads to Neritos killing Agapios. With the latter option, Agapios refuses to fight but lives. Kill Neritos and his men. The magistrate does assist in the fight. Drop off the side and hide to gain a stealth advantage against the men. The Sparta Kick is great for kicking enemies off the side of the mountain.

Loot the epic sword **(Sword of Revolution)** from the boss's corpse. Talk to Agapios or the magistrate to complete the quest.



Alkibiades

Handle with Care

HANDLE WITH CARE

RECOMMENDED LEVEL: 21

QUEST GIVER: Alkibiades

PREREQUISITE: Complete *The Symposium*

UNLOCKS: *Designated Rider*

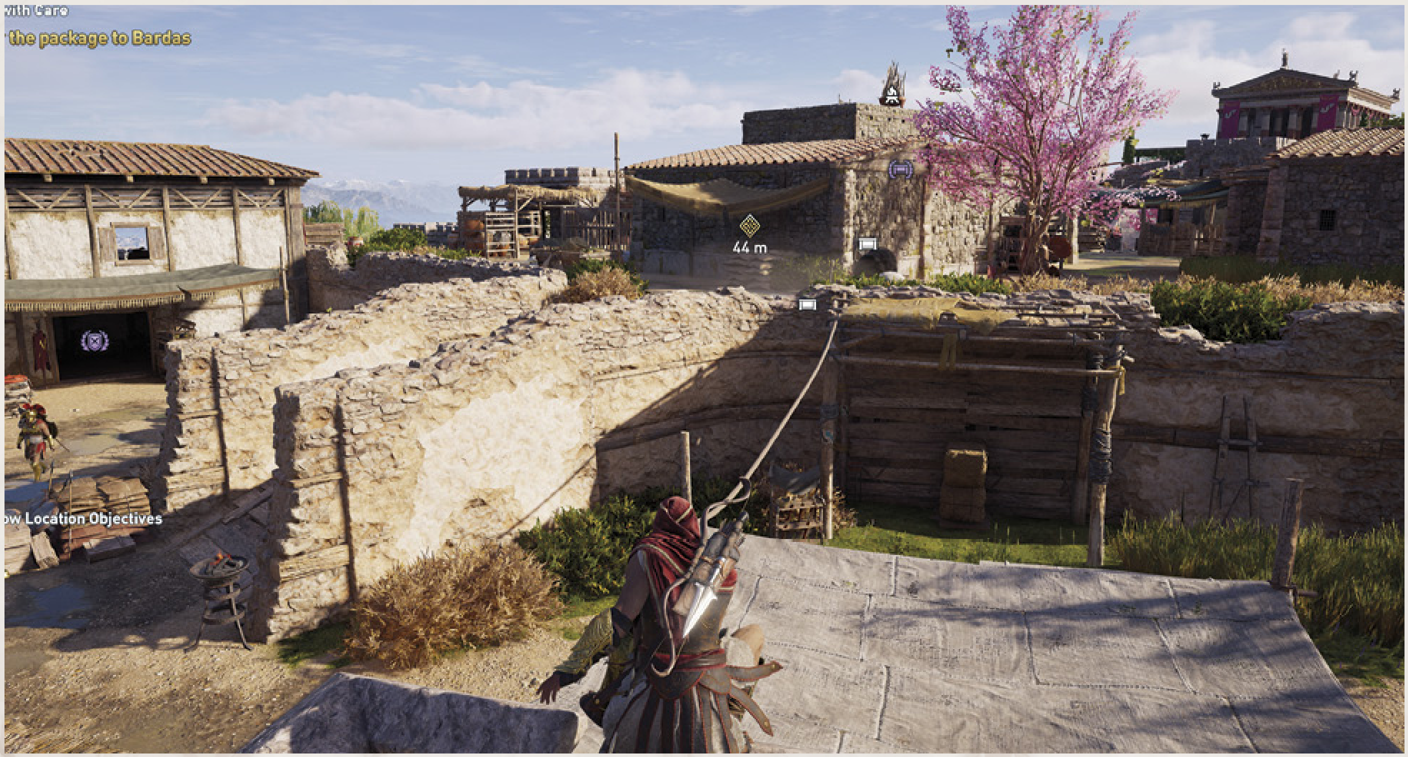
LOCATION: Temple of Aphrodite in Akrokorinth, Korinthia

REWARD: Low drachmae, rare heavy blade (Alkibiades's Axe), low XP

STORY: Alkibiades asks you to deliver a small package to a man named Bardas at Akrokorinth Fort. Apparently, it was originally from a man named Diodoros.

Deliver Alkibiades's package to Bardas inside the well-defended Akrokorinth Fort to the west. He is located in a room on the far side of the fort. Have Ikaros scout the fort, marking as many soldiers as you can. Coming in from the west gets you closest to Bardas's location. Sneak between covers or fight your way over to the building. Interact with the door to get inside and talk with him. You must be anonymous to get inside.

Bardas asks who sent the package. Answer Diodoros and Bardas threatens to have him killed. Alkibiades takes interest in you romantically if you choose this option. Tell the truth and say it was Alkibiades to spoil the quest giver's plan. Or, say it was you and cause Bardas to attack. Kill him and loot Alkibiades's package off the corpse before exiting the room. This also spoils Alkibiades's plan, but you still receive your reward no matter the choice. Return to Alkibiades inside the Temple of Aphrodite.



DESIGNATED RIDER

RECOMMENDED LEVEL: 15

QUEST GIVER: Alkibiades

PREREQUISITE: Complete *Handle with Care*

UNLOCKS: *Rock Hard*

LOCATION: Port of Piraeus, Attika

REWARD: Medium drachmae, rare torso armor (Politician's Torso), medium XP

STORY: After a long, drunken night, Alkibiades begs you to make sure an equally drunk politician makes it home.

Alkibiades requests that you carry his drunk friend to his house in northern Port of Piraeus, There you are ambushed by three rogues. Kill them to complete the quest.

ROCK HARD

RECOMMENDED LEVEL: 15

QUEST GIVER: Alkibiades

PREREQUISITE: Complete *Designated Rider*

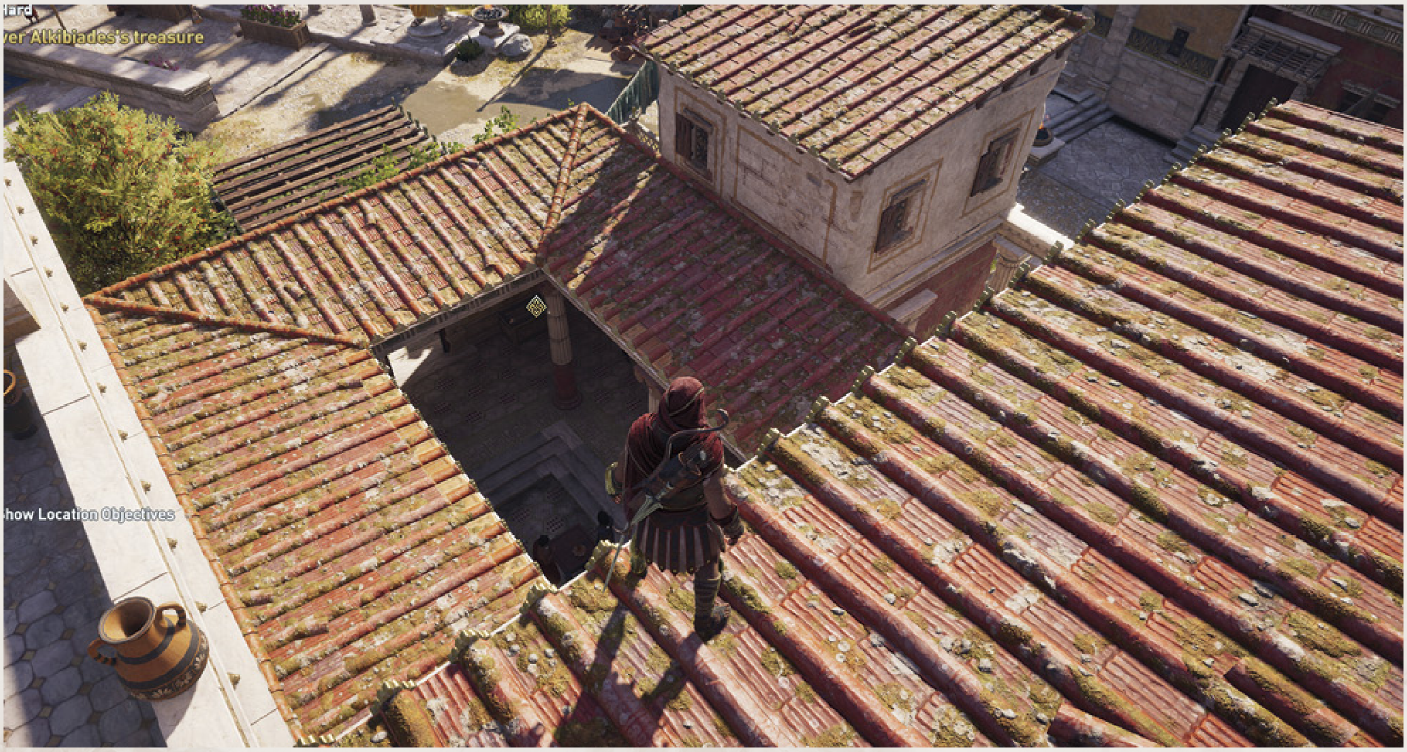
UNLOCKS: *Across the Border*

LOCATION: Tavern in Greater Athens, Attika

REWARD: Low drachmae, rare arms armor (Alkibiades's Gauntlets), medium XP

STORY: Alkibiades left an olisbos at a woman's home. He asks you to retrieve it without the woman finding out. He claims she would want to keep it for herself.

Head east and stop short of the House of Solon. Scan the area to find the item inside a treasure chest on the lower floor. Simply slip in, loot the quest item, and slip out. Return to Alkibiades at the tavern. The conversation provides another opportunity to become romantic with Alkibiades.



Alkibiades

Across the Border

ACROSS THE BORDER

RECOMMENDED LEVEL: 19

QUEST GIVER: **Alkibiades**

PREREQUISITE: **Complete** ***Rock Hard***

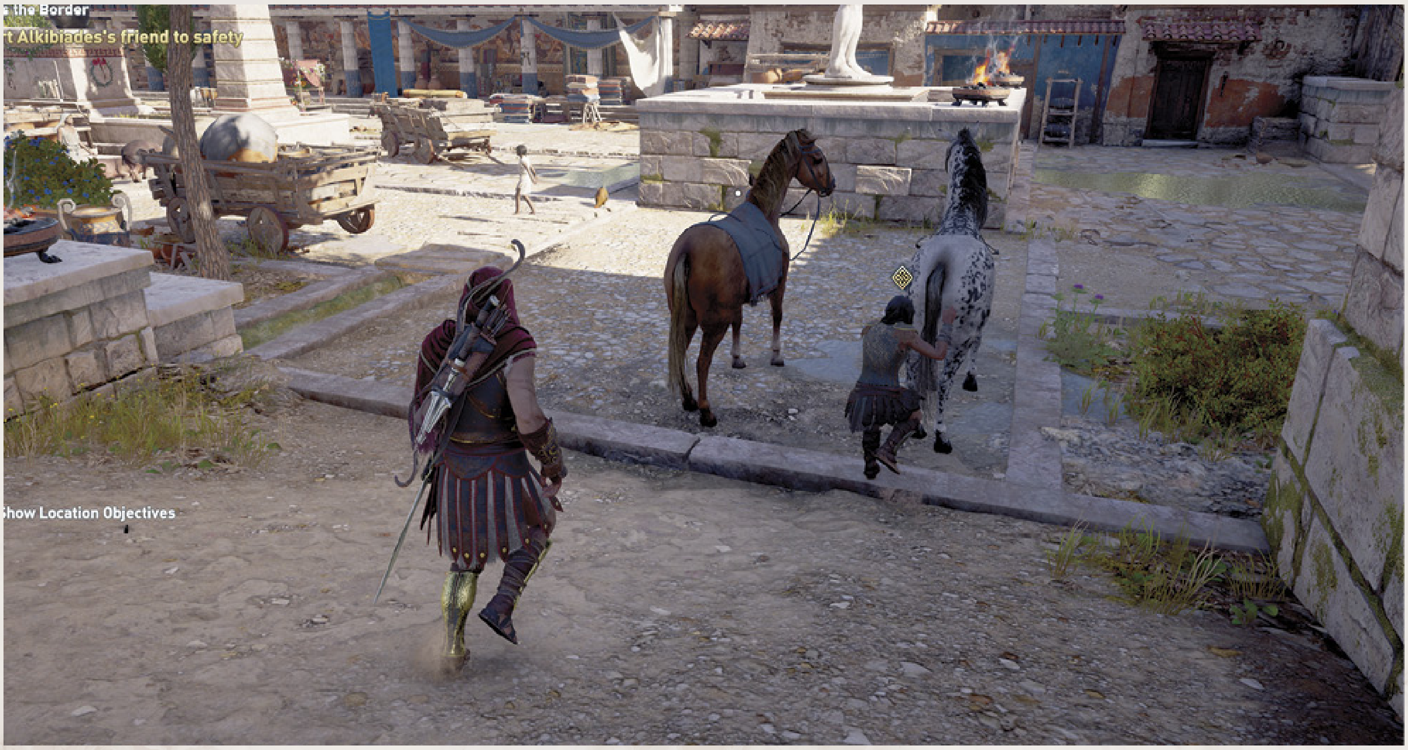
UNLOCKS: ***Happily Ever After?***

LOCATION: **North dock of Port of Piraeus, Attika**

REWARD: **Medium drachmae, epic dagger (Tiny Blade), medium XP**

STORY: **A friend of Alkibiades's needs to be taken near the border of Megaris. He asks you to avoid roads and people if possible, although he doesn't share why.**

Find Alkibiades at a dock next to Choma Camp in northern Port of Piraeus. He needs you to escort his friend to safety at the Sanctuary of Eleusis to the northwest. Run alongside the civilian until you reach a pair of horses; mount one of them. Just inside Sacred Plain of Demeter, you are ambushed by three fighters. Kill them before continuing on to the sanctuary.



Happily Ever After?

RECOMMENDED LEVEL: 16

QUEST GIVER: Alkibiades

PREREQUISITE: Complete ***Across the Border***

UNLOCKS: N/A

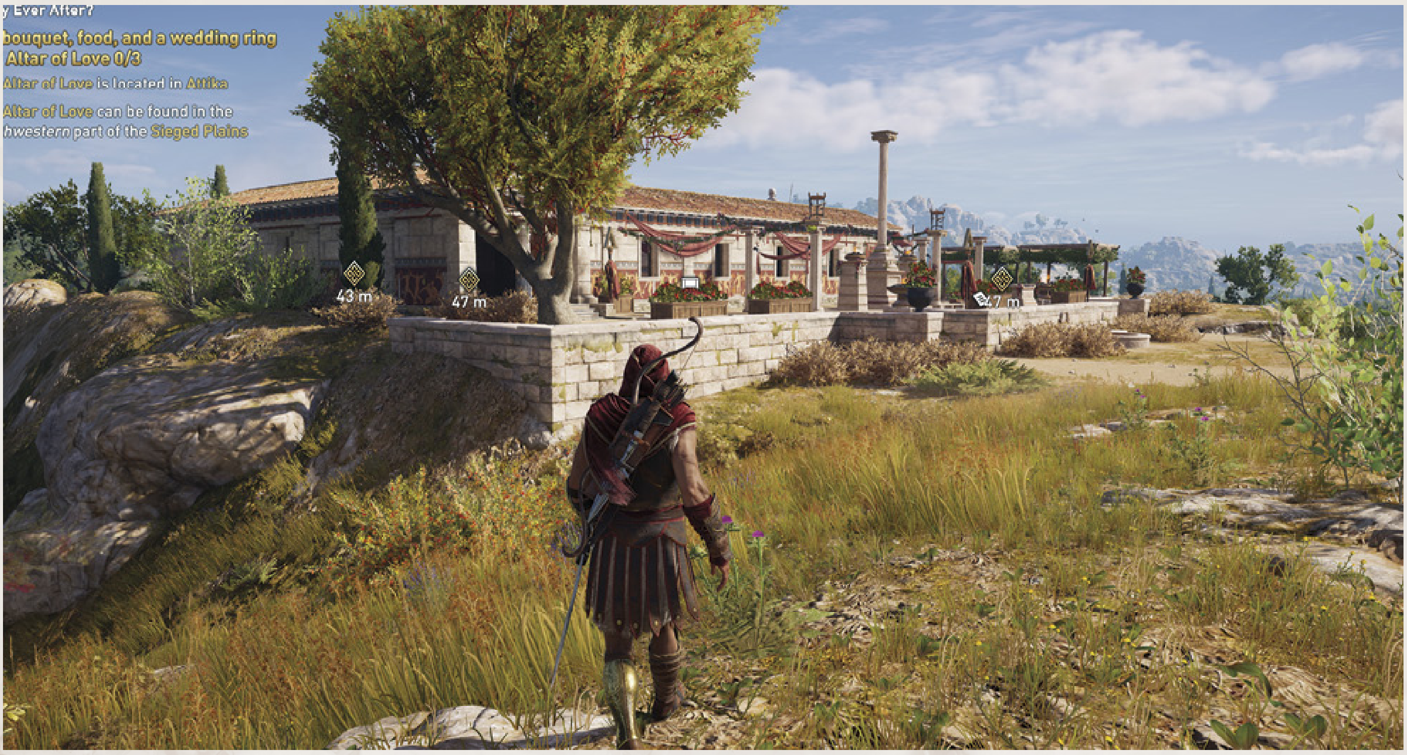
LOCATION: Sanctuary of Eleusis in Sacred Plain of Demeter, Attika

REWARD: Medium drachmae, epic head armor (Lover's Helmet), high XP

STORY: Alkibiades fell in love…apparently. He asks you to retrieve a few items for the wedding and to take them to his bride to be.

Alkibiades wants you to acquire a bouquet, food, and wedding ring from the Altar of Love northeast of the sanctuary in northern Sieged Plains. Scout the area for guards and treasure chests. Collect the **selection of fine food** off the altar out front. The **beautiful flower bouquet** is found just inside a side window on the east side. The **wedding ring** sits in a bowl in the middle of the Altar of Love. You will have to distract the guards or take them out to reach the final item. Use whistles to pull them out one at a time and assassinate them.

With all three items collected, meet and talk to Alkibiades's future wife just outside the establishment. Return to Alkibiades at the nearby Altar of Prometheus and share your thoughts on his fiancée.


y Ever After?
bouquet, food, and a wedding ring
Altar of Love 0/3
Altar of Love is located in Attika
Altar of Love can be found in the
hwestern part of the Sieged Plains
43 m
47 m
47 m

HULL, YEAH!

RECOMMENDED LEVEL: 13

QUEST GIVER: Barnabas

PREREQUISITE: Episode 3

UNLOCKS: N/A

LOCATION: Gulf of Korinth

REWARD: Medium XP

STORY: Barnabas wants to teach you how to upgrade the ship's hull in order to take on bigger and tougher opponents on the Aegean. You eagerly agree, as this will be essential on your journey.

Learn how to gather resources and upgrade your ship's hull.

A PIRATE'S LIFE

RECOMMENDED LEVEL: 6

QUEST GIVER: Barnabas

PREREQUISITE: Discover Isle of Thisvi

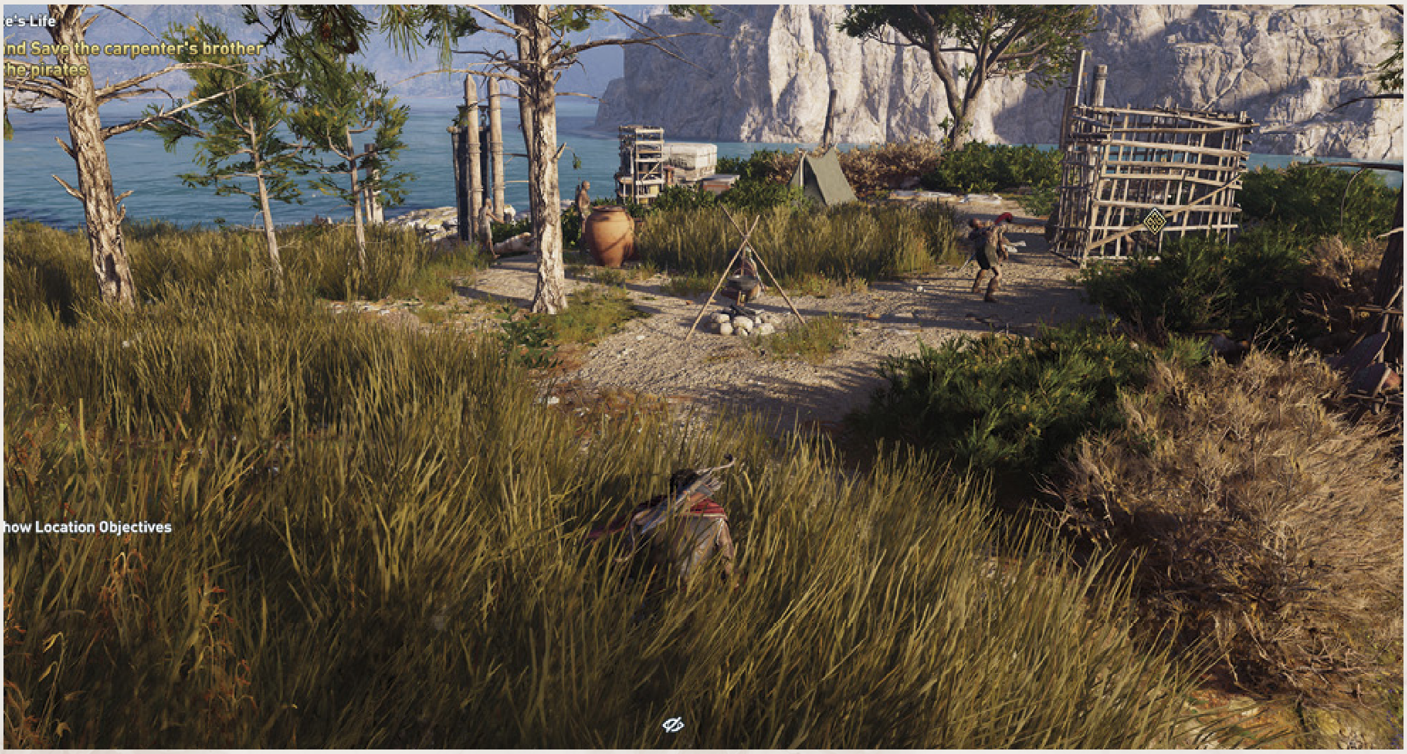
UNLOCKS: N/A

LOCATION: Isle of Thisvi, Phokis

REWARD: Low or medium XP

STORY: A carpenter who lost his brother to pirates agrees to join the crew and put his skills to use if you rescue his sibling.

Travel to the isle of Thisvi, south of Phokis, and talk to the guy on the broken-down ship on the island's north side. Tekton wants you to find and save his brother from the pirates at Pirate Island. This island is southeast of your current location. Kill the pirates and then carry the prisoner up the rocks. Set him down and talk to him. Report back to Tekton on the *Adrestia*. He will join your ship's crew if you choose not to lie to him.



PRINCE OF PERSIA

RECOMMENDED LEVEL: 15

QUEST GIVER: Blind Man

PREREQUISITE: Complete *A Debt to Pay* (main quest)

UNLOCKS: N/A

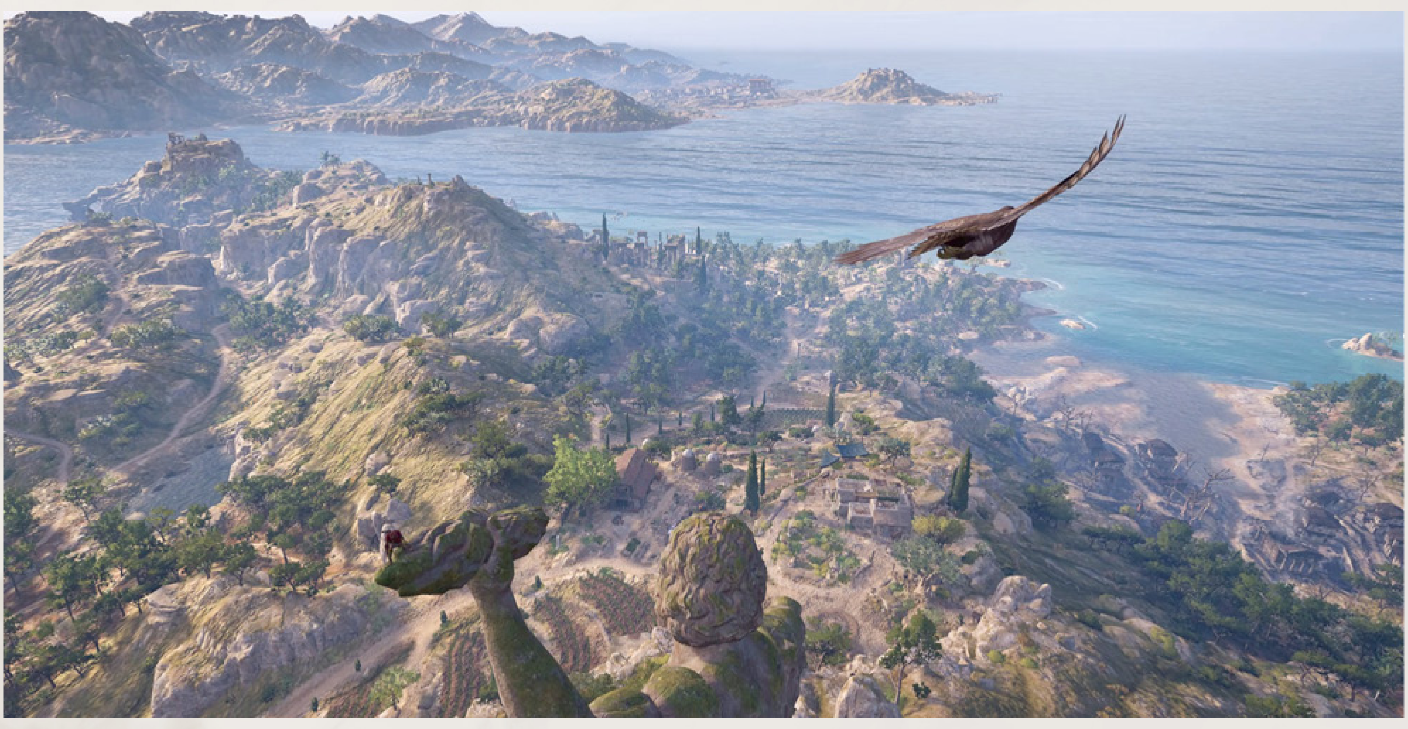
LOCATION: Valley of King Lelex, Megaris

REWARD: Medium or high drachmae, medium XP

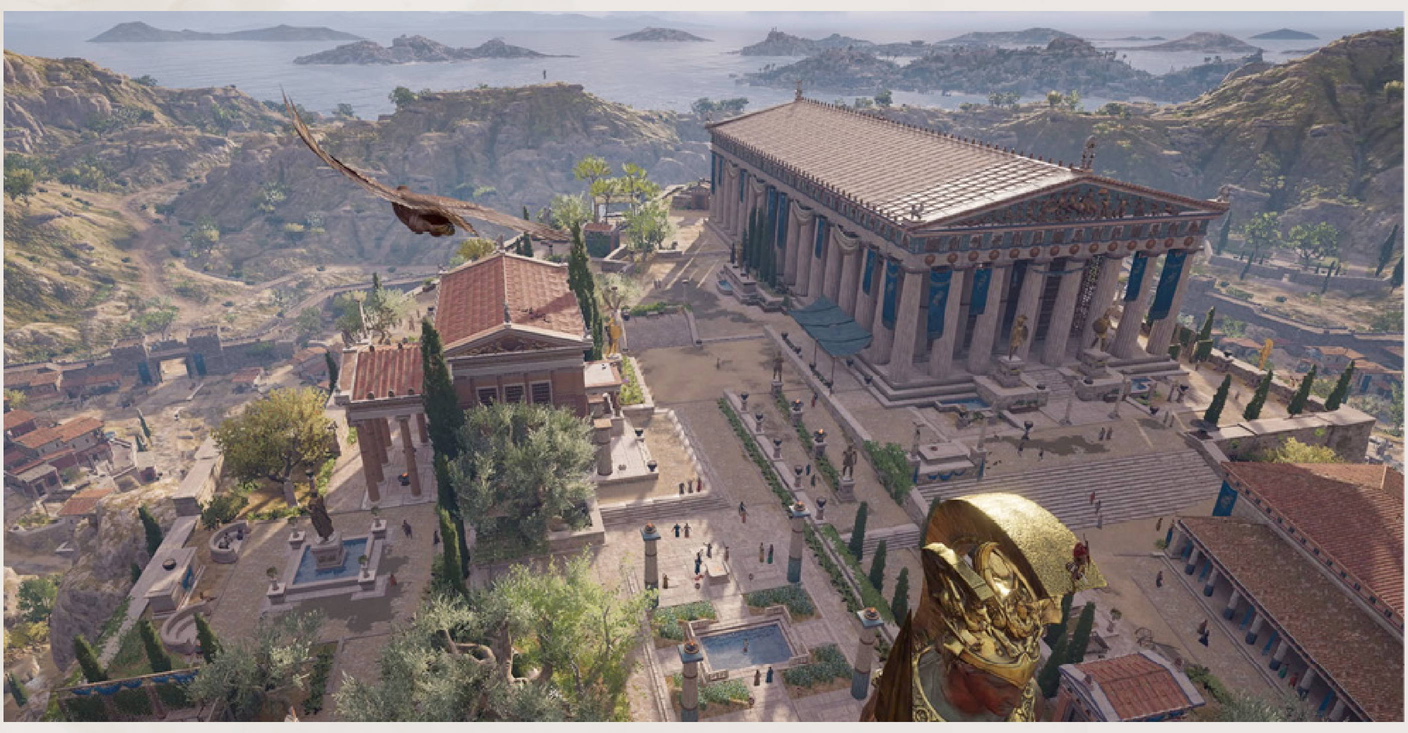
STORY: You happen upon a blind Persian who wishes to see the world his friend has told him about in stories. Agreeing to be his "eyes," you pledge to travel these lands on the beggar's behalf.

Talk to the blind man and then synchronize with these find viewpoints:

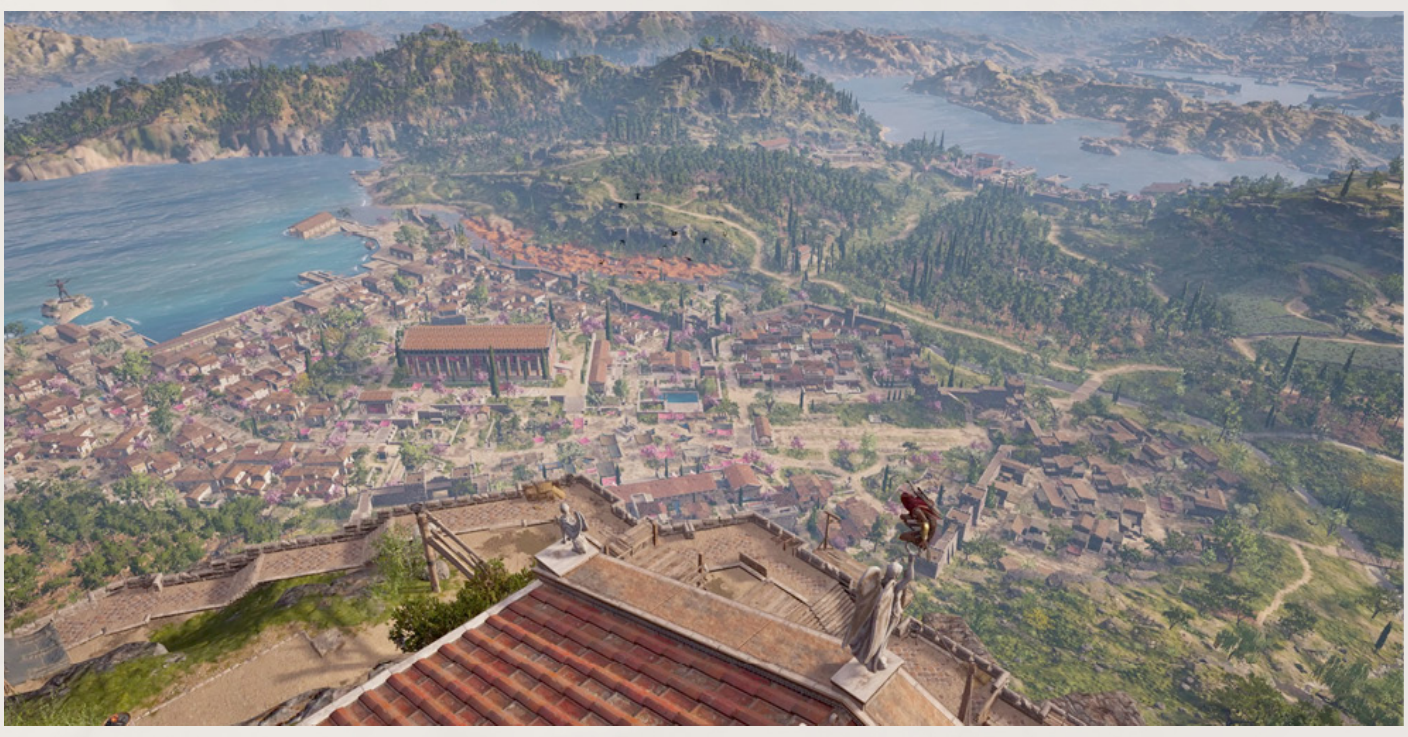
- **Lightning Zeus (Mount Aino, Kephallonia)**



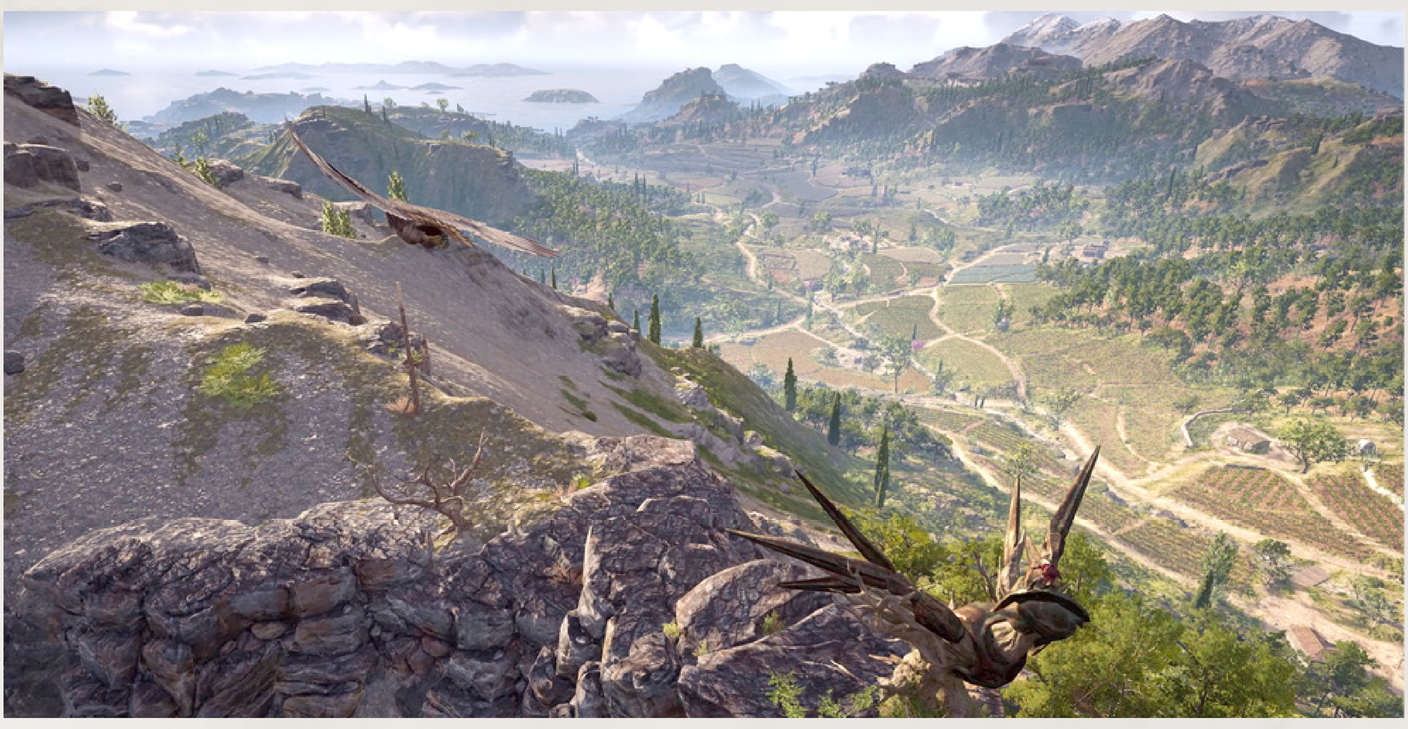
- **Statue of Athena (Greater Athens, Attika)**



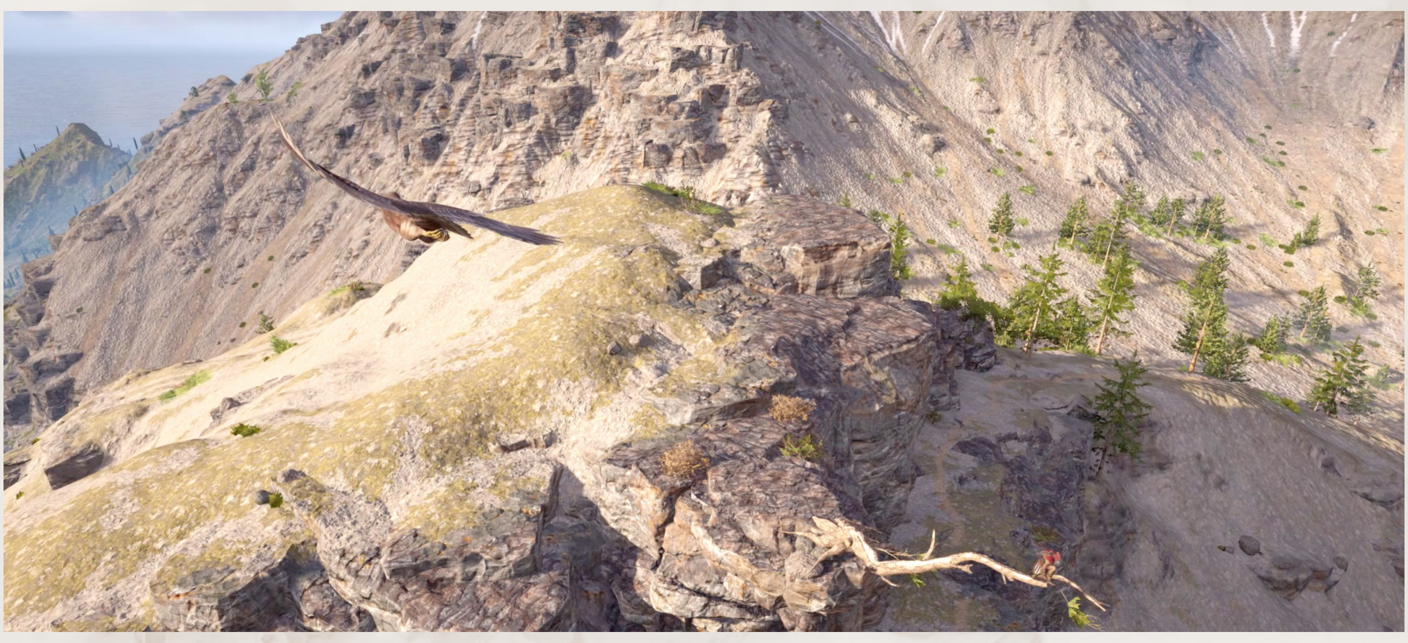
- **Temple of Aphrodite (Akrokorinth, Korinthia)**



- **Stymphalos Armored Bird (Golden Fields, Arkadia)**



- **Taygetos Overlook (Forest of Eurotas, Lakonia)**



Return to Artaxerxes and either protect him from attack or kill him.

THE DAUGHTERS OF ARTEMIS

RECOMMENDED LEVEL: 13

QUEST GIVER: Daphnae or begins after a legendary beast is killed

PREREQUISITE: Complete *A Debt to Pay* (main quest)

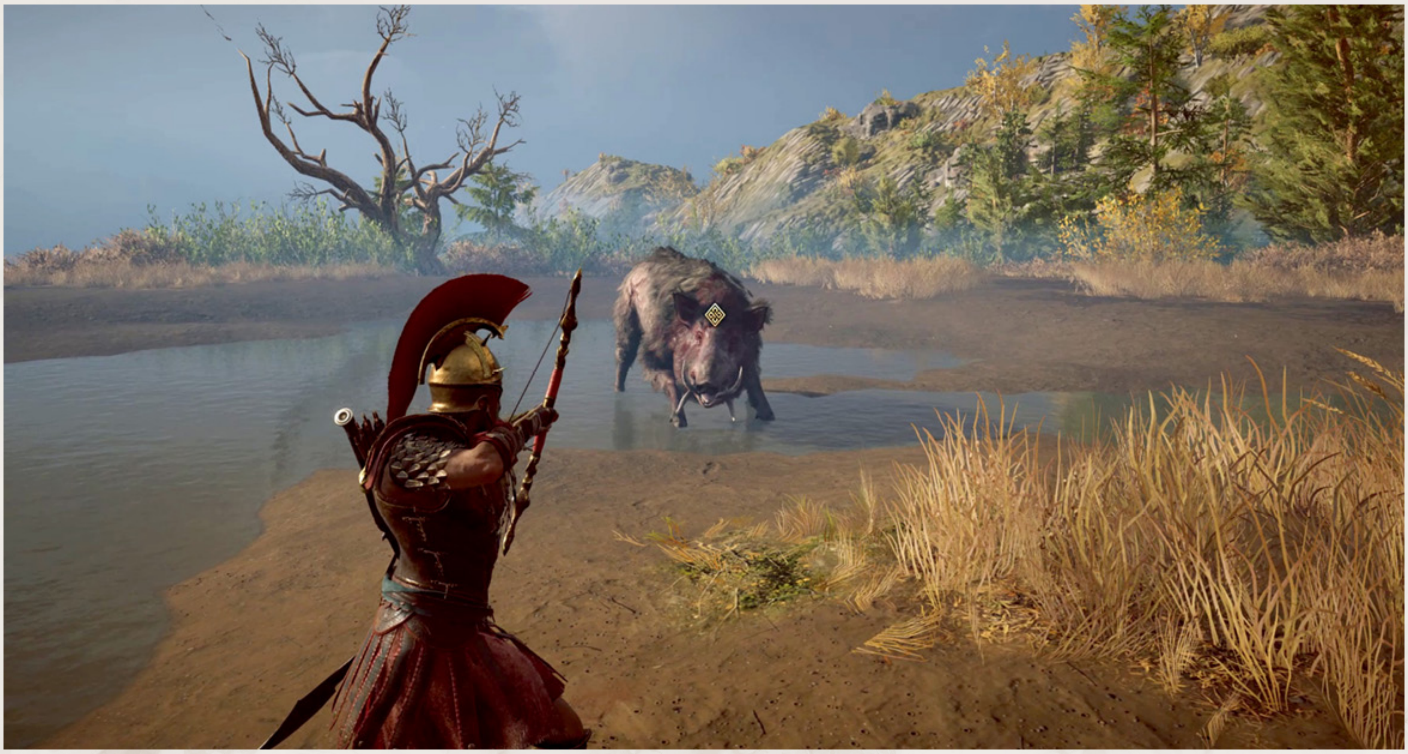
UNLOCKS: *The Goddesses' Hunt* (seven legendary animal hunts)

LOCATION: Temple of Artemis in Sacred Lands of Apollo, Phokis

REWARD: Medium drachmae, medium XP, legendary bow (Artemis's Bow)

STORY: It was suggested that you seek out Daphnae, the leader of the Daughters of Artemis, in Phokis. A great task awaits you there…

Talk to Daphnae at the Temple of Artemis in northern Sacred Lands of Apollo. Your task is to find and hunt the Kalydonian Boar in northwest Sacred Lands of Apollo. The giant boar is a tough kill, especially when it calls in four normal boars to distract you. Kill it and loot a pelt before returning to Daphnae. Flirt with Daphnae to lead to a relationship during a later quest.



The Goddesses' Hunt

THE GODDESSES' HUNT

RECOMMENDED LEVEL: 39

QUEST GIVER: Daphnae

PREREQUISITE: Complete *The Daughters of Artemis*

UNLOCKS: *Artemis's Request*

LOCATION: Temple of Artemis in Sacred Lands of Apollo, Phokis

REWARD: High drachmae, high XP, engraving (100% damage and 50% health for tamed beasts)

STORY: Daphnae challenges you to hunt down seven legendary creatures throughout the Greek world and deliver their pelts back to her.

Defeat seven legendary animals and deliver the pelts to Daphnae at the Huntress Village in Hunted Forest of Artemis, Chios island. You can deliver them one at a time to get your reward immediately or bring multiple pelts back for less travel time. Once you deliver all seven pelts, the reward for this quest is received. Completing this also unlocks a next quest, *Artemis's Request*.

Daphnae (The Daughters of Artemis)

Kallisto the Bear

KALLISTO THE BEAR

RECOMMENDED LEVEL: 37

QUEST GIVER: Daphnae

PREREQUISITE: Complete *The Goddesses' Hunt*

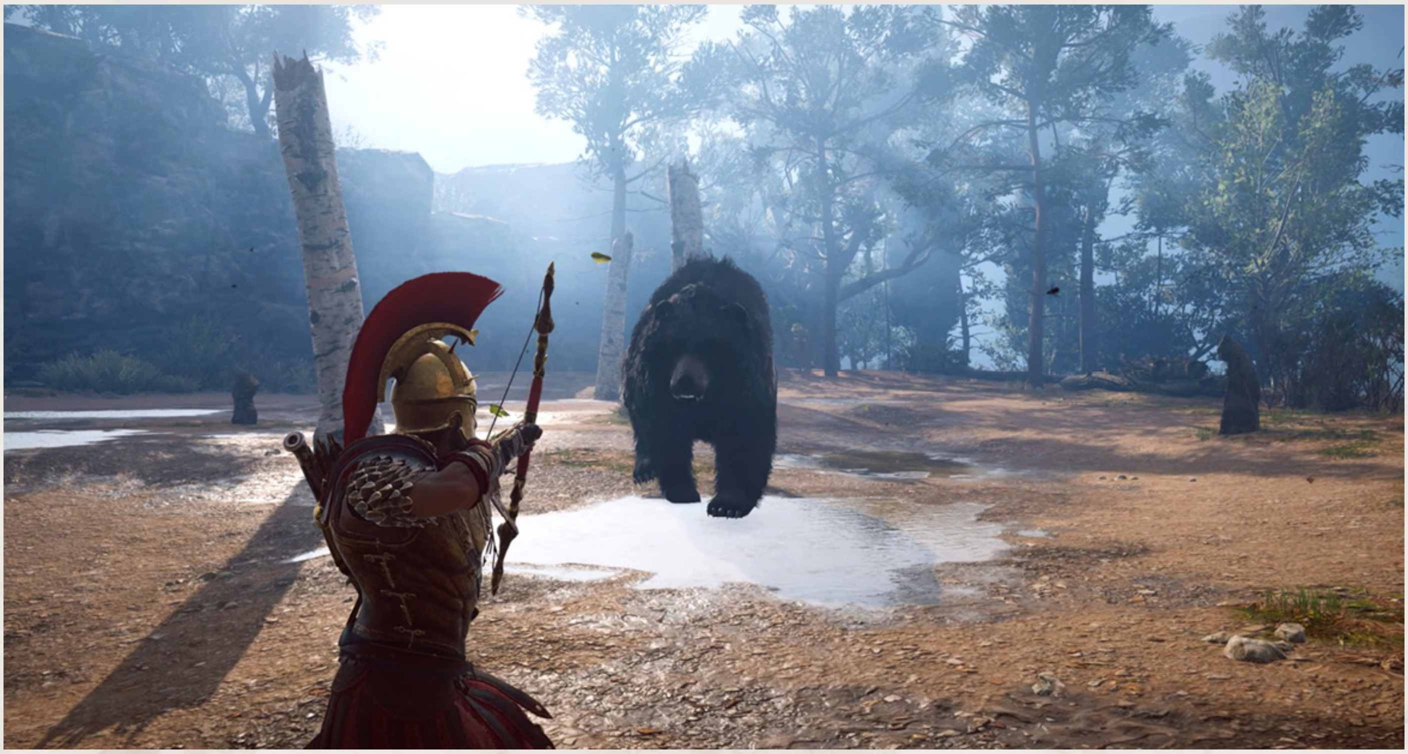
UNLOCKS: N/A

LOCATION: Constellation of Kallisto in Golden Fields, Arkadia

REWARD: Medium drachmae, legendary waist armor (Master's Artemis Belt), high XP

STORY: The wide expanses of Arkadia are home to Kallisto the Bear, a creature of rare beauty and unmatched ferocity. You are given the task of claiming its pelt.

Find and hunt Kallisto the Bear at Constellation of Kallisto in southeastern Golden Fields, Arkadia. Loot its pelt and return it to Daphnae.



THE ERYMANTHIAN BOAR

RECOMMENDED LEVEL: 38

QUEST GIVER: Daphnae

PREREQUISITE: Complete ***Kallisto the Bear***

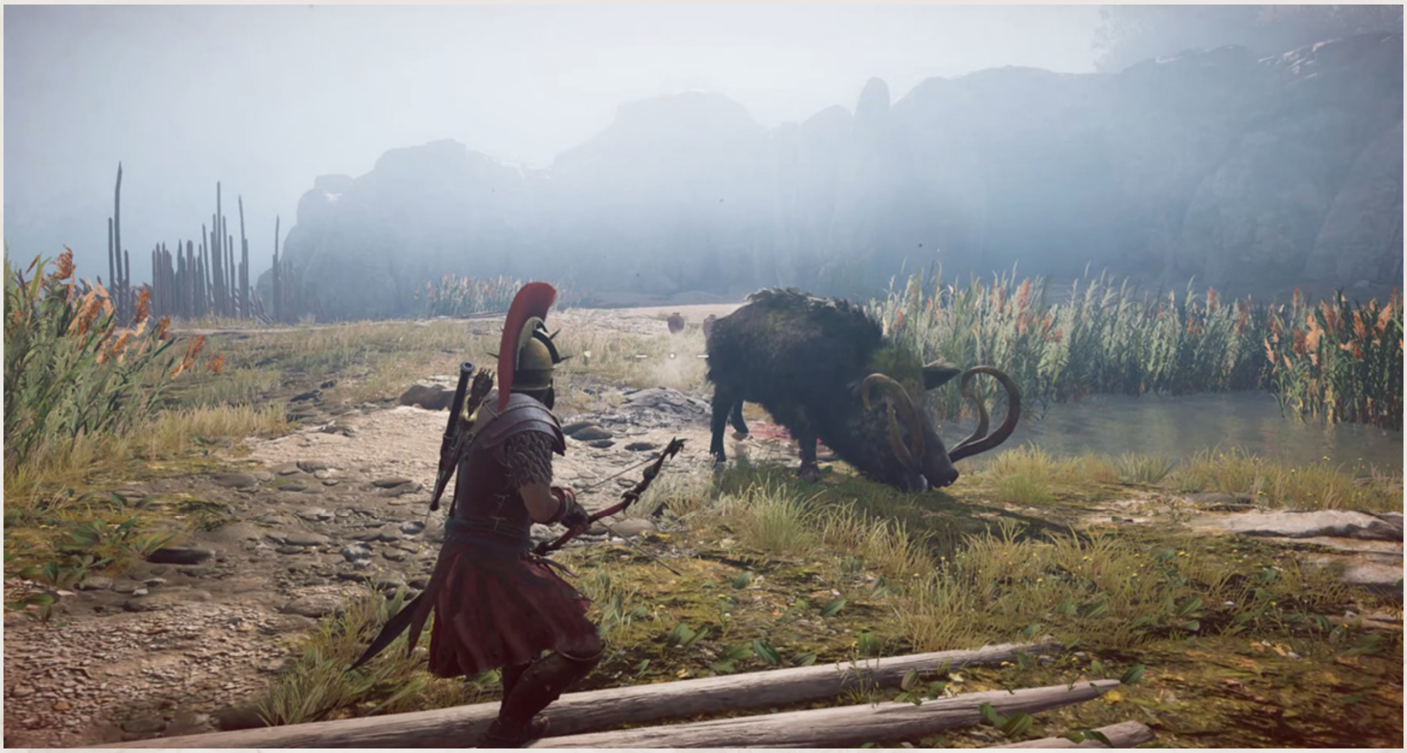
UNLOCKS: N/A

LOCATION: A derelict settlement in western Erymanthos Foothills, Elis

REWARD: Medium drachmae, legendary arms armor (Master's Artemis Gloves), high XP

STORY: The Erymanthian Boar was said to have been captured by Herakles, and now its namesake tramples all before it in Elis. You will have to avoid its deadly charge in order to claim its pelt.

Find and hunt the Erymanthian Boar at a derelict settlement in western Erymanthos Foothills, Elis, and return the pelt to Daphnae.



Daphnae (The Daughters of Artemis)

The Hind of Keryneia

THE HIND OF KERYNEIA

RECOMMENDED LEVEL: 16

QUEST GIVER: Daphnae

PREREQUISITE: Complete *The Erymanthian Boar*

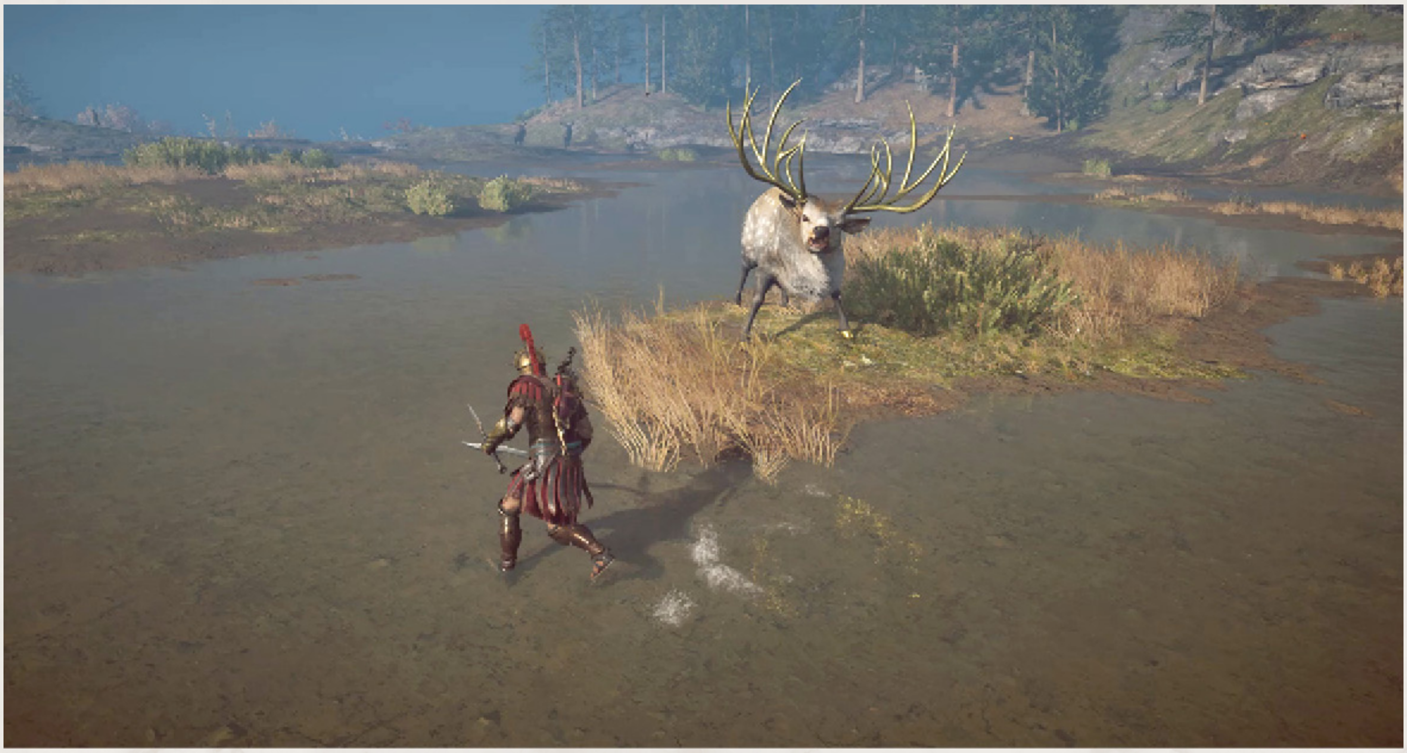
UNLOCKS: N/A

LOCATION: A marsh in central Artemision Point, Euboea Island

REWARD: Medium drachmae, +5 death arrows,high XP

STORY: The Hind of Keryneia is sacred to the Daughters of Artemis. Hunting such a magnificent creature is an honor one can not take lightly, and one that you will complete.

Find and hunt the Hind of Keryneia in a marsh in southern Artemision Point, Euboea island, and return the pelt to Daphnae.



THE KRETAN BULL

RECOMMENDED LEVEL: 33

QUEST GIVER: Daphnae

PREREQUISITE: Complete *The Hind of Keryneia*

UNLOCKS: N/A

LOCATION: A marsh in western Fertile Battleground, Messara

REWARD: Medium drachmae, legendary torso armor (Master's Artemis Outfit), high XP

STORY: The Kretan Bull was a creature of legend captured by Herakles, though it was the gods' will that such creatures once more roam the land. You need to do more than capture this bull.

Find and hunt the Kretan Bull in a western marsh in Fertile Battleground, Messara, and return the pelt to Daphnae.

The Krokottas Hyena

THE KROKOTTAS HYENA

RECOMMENDED LEVEL: 39

QUEST GIVER: Daphnae

PREREQUISITE: Complete ***The Kretan Bull***

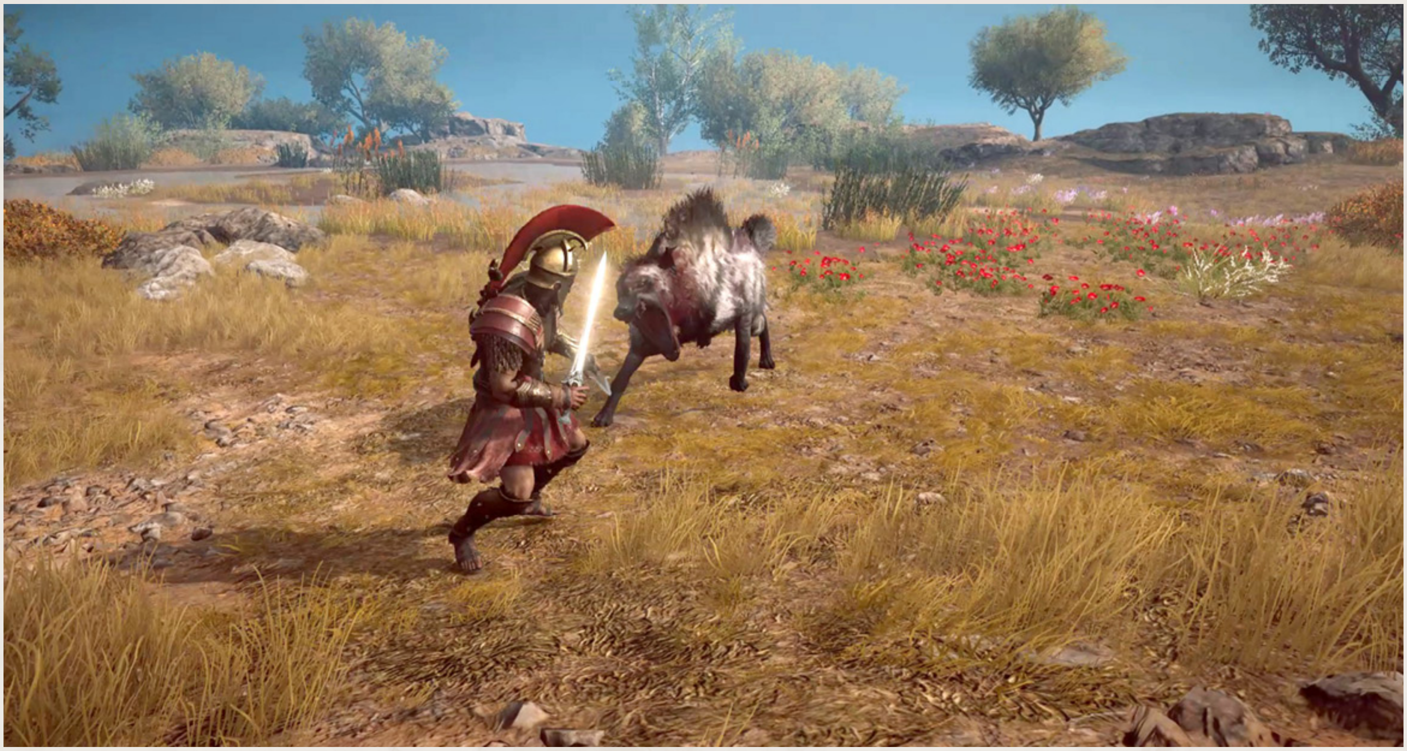
UNLOCKS: N/A

LOCATION: Krokottas's Den in Skandeia Bay, Kythera Island

REWARD: Medium drachmae, legendary head armor (Master's Artemis Hood), high XP

STORY: The Krokottas Hyena has been spotted in Kythera. You are eager to add this unusual creature's pelt to your collection.

Find and hunt the Krokottas Hyena on a marshy plateau in southern Skandeia Bay, Kythera, and return the pelt to Daphnae.



The Lykaon Wolf

RECOMMENDED LEVEL: 36

QUEST GIVER: Daphnae

PREREQUISITE: Complete *The Krokottas Hyena*

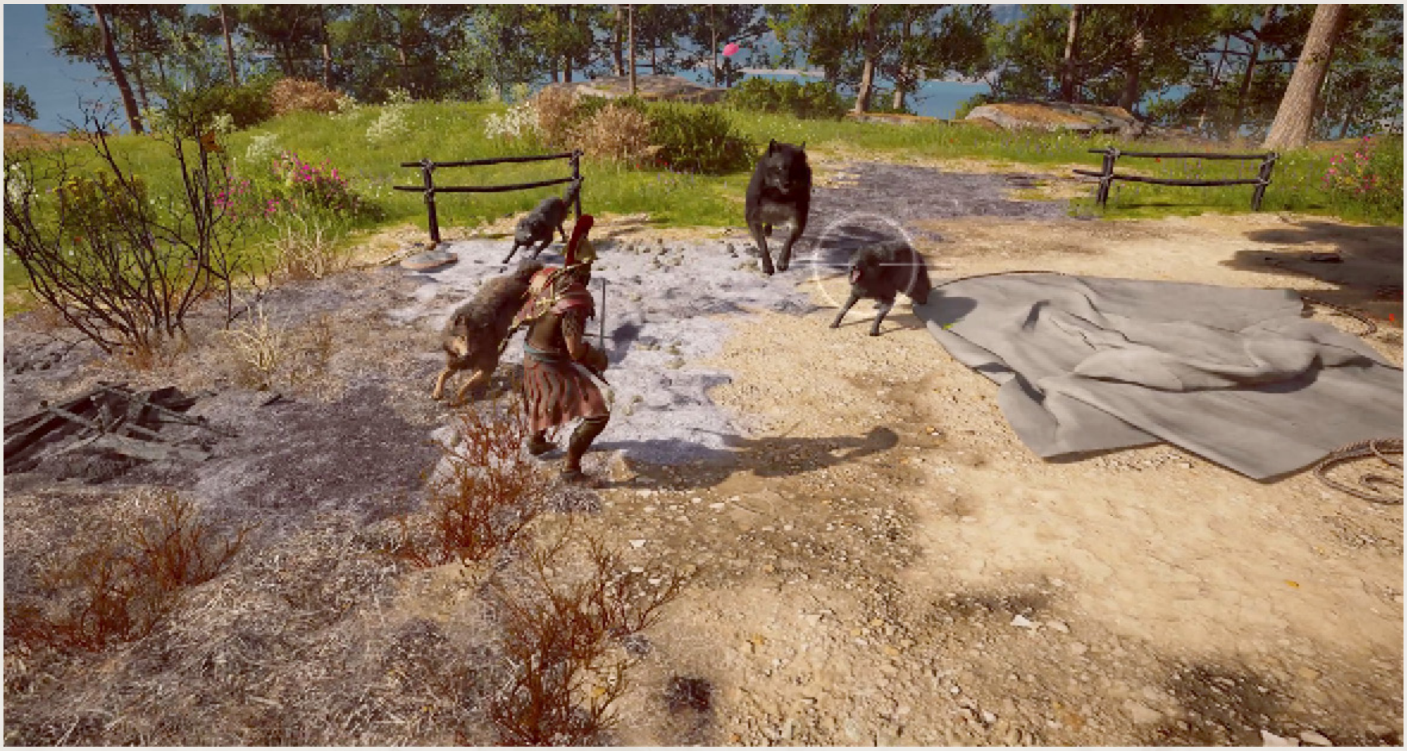
UNLOCKS: N/A

LOCATION: A clearing in northwest Dioskourroi Peninsula, Lakonia

REWARD: Medium drachmae, legendary legs armor (Master's Artemis Treads), high XP

STORY: The Lykaon Wolf has been seen lurking around Lakonia, preying on man and beast alike. Put an end to this predator for good.

Find and hunt the Lykaon Wolf in a clearing in northwest Dioskourroi Peninsula, Lakonia, and return the pelt to Daphnae.



The Nemean Lion

THE NEMEAN LION

RECOMMENDED LEVEL: 22

QUEST GIVER: Daphnae

PREREQUISITE: Complete *The Lykaon Wolf*

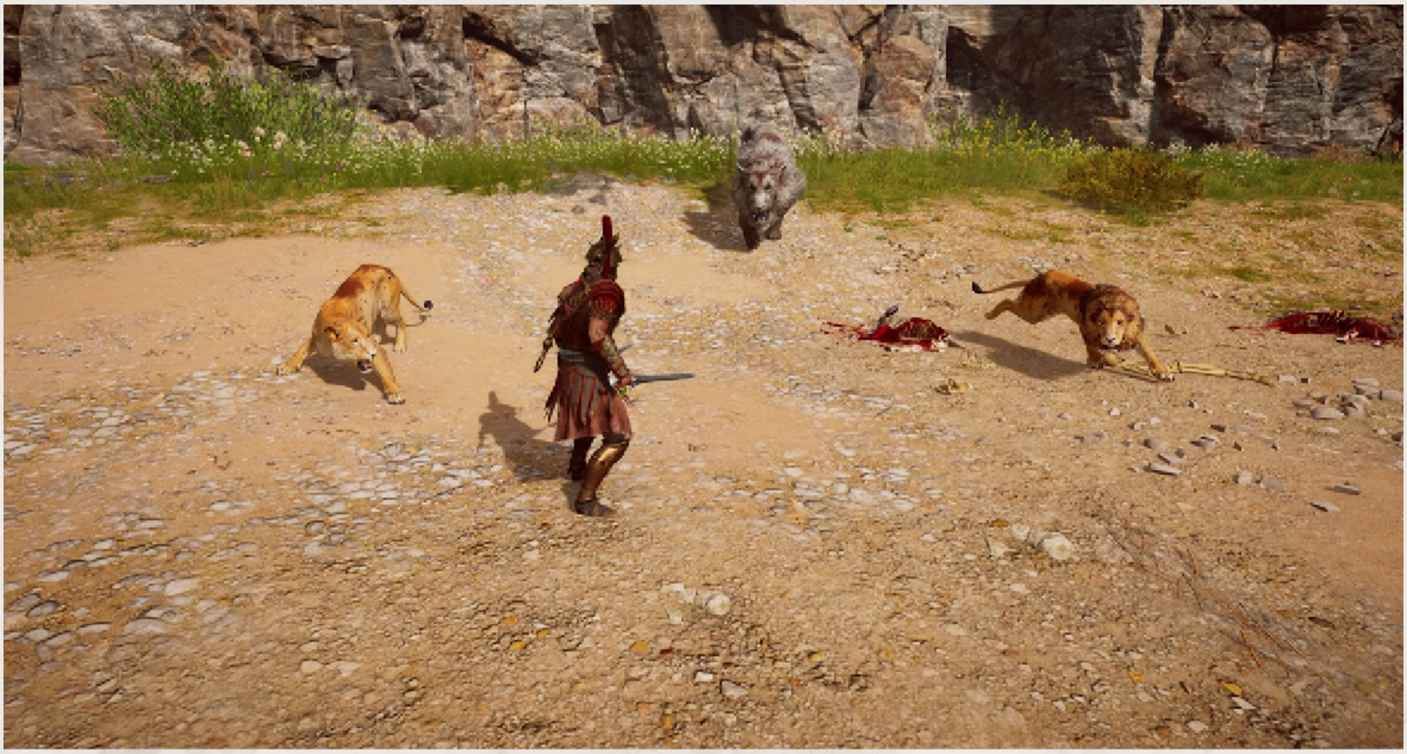
UNLOCKS: N/A

LOCATION: The largest sinkhole in Sinkholes of Herakles, Argolis

REWARD: Medium drachmae, legendary sword (Pandora's Kopis), high XP

STORY: The Nemean Lion holds Argolis in a grip of fear—those who roam into the wilds rarely return. Though it is a killer, you see in it a noble beauty and are sad you have to slay it.

Find and hunt the Nemean Lion inside the largest sinkhole in northern Sinkholes of Herakles, Argolis, and return the pelt to Daphnae.



Daphnae (The Daughters of Artemis)

Artemis's Request

ARTEMIS'S REQUEST

RECOMMENDED LEVEL: 49

QUEST GIVER: Daphnae

PREREQUISITE: Complete *The Goddesses' Hunt* (*Daughters of Artemis* quest)

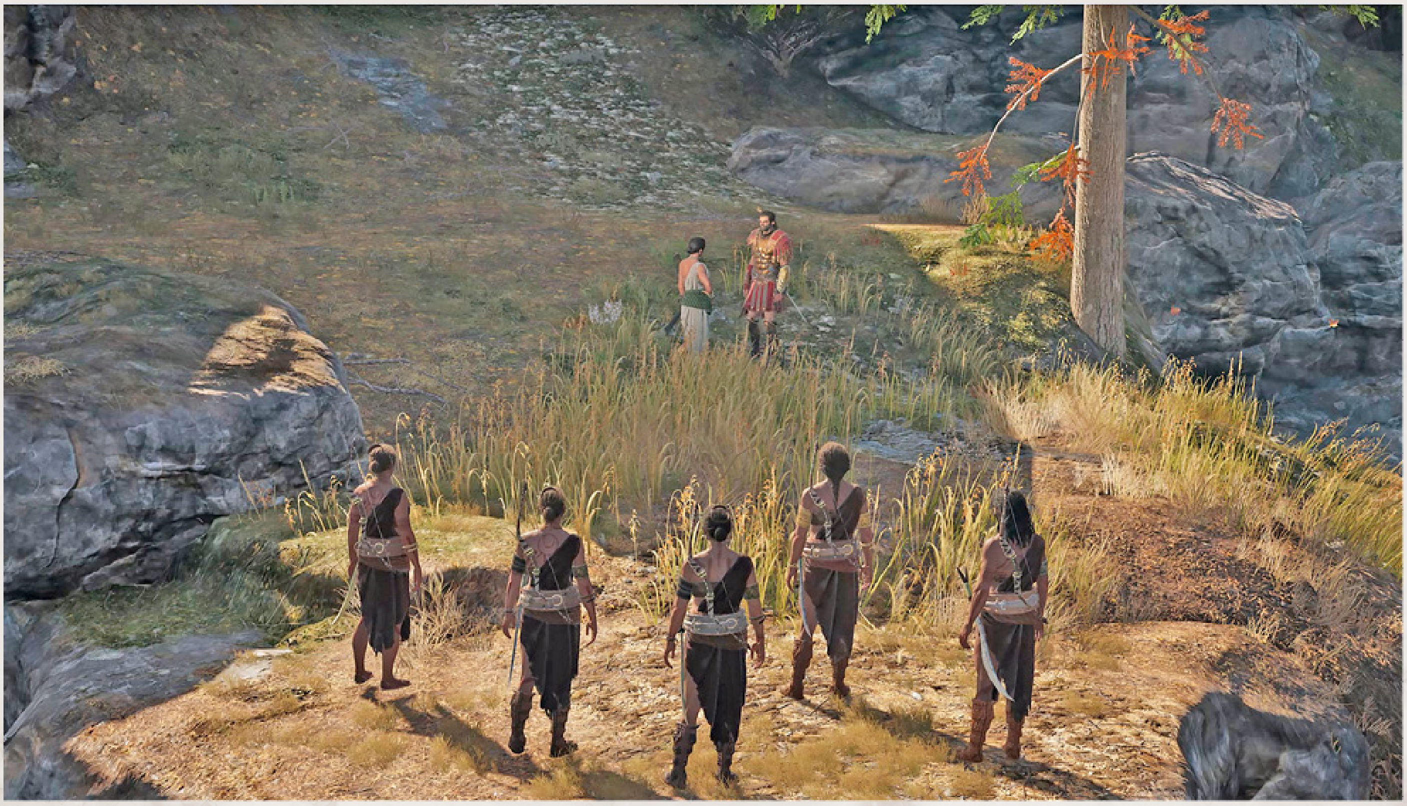
UNLOCKS: N/A

LOCATION: Huntress Village in Hunted Forest of Artemis, Chios island

REWARD: High XP, ship cosmetic (Daughters of Artemis)—if you defeat Daphnae

STORY: Daphnae has one last trial for you. She believes that by completing her hunts for Artemis, you have proven yourself worthy of challenging her for the leadership of the Daughters of Artemis.

After completing *The Goddesses' Hunt* by delivering seven legendary animal pelts to Daphnae, talk to her in Huntress Village. The objective requires you to kill Daphnae. You can leave the conversation and not fight, but the surrounding huntresses attack and you only receive XP. Kill Daphnae to complete the quest with the full reward.



THE DUNCE CONUNDRUM

RECOMMENDED LEVEL: 18

QUEST GIVER: Demokritos

PREREQUISITE: Complete *A Debt to Pay* (main quest)

UNLOCKS: *Another Kind of Poetry*

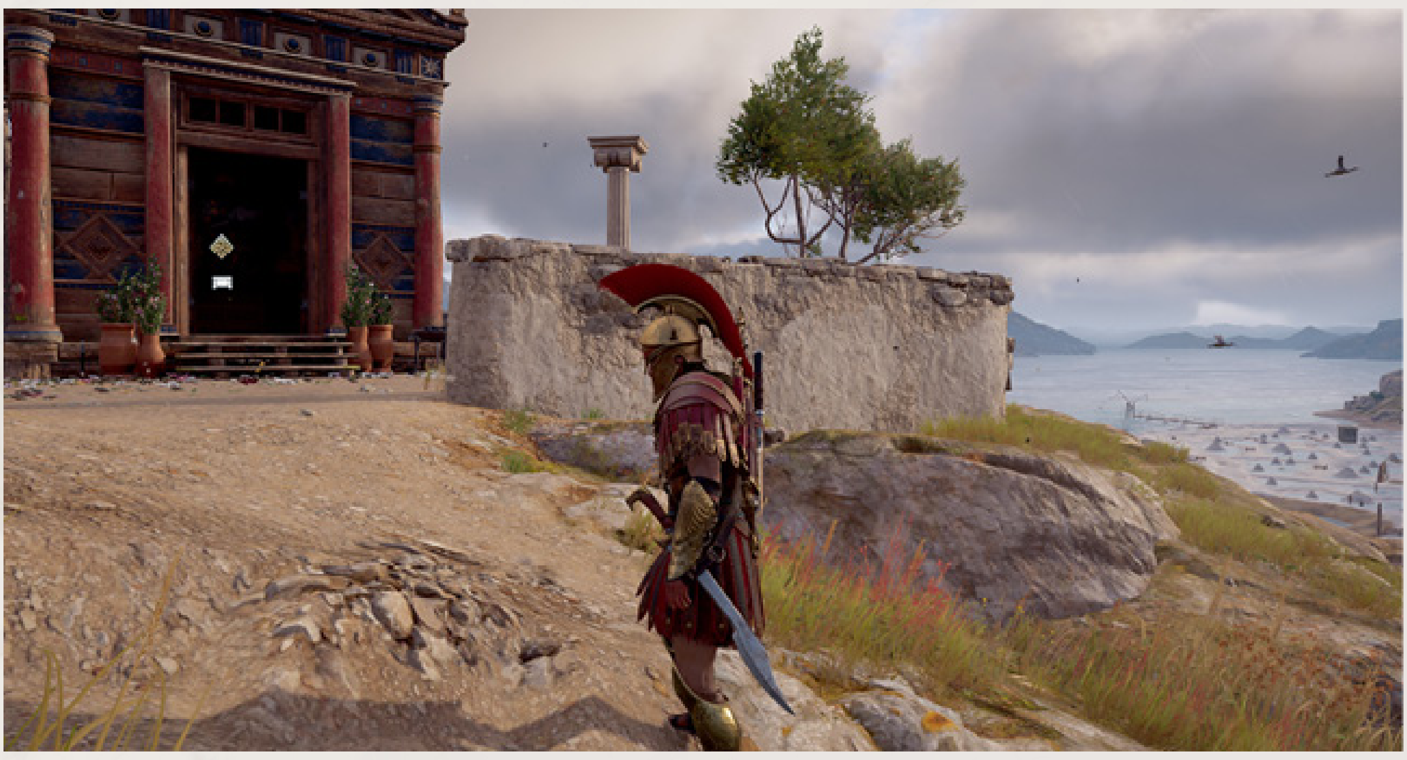
LOCATION: Patrai in Mount Panachaikos, Achaia

REWARD: High drachmae, medium XP

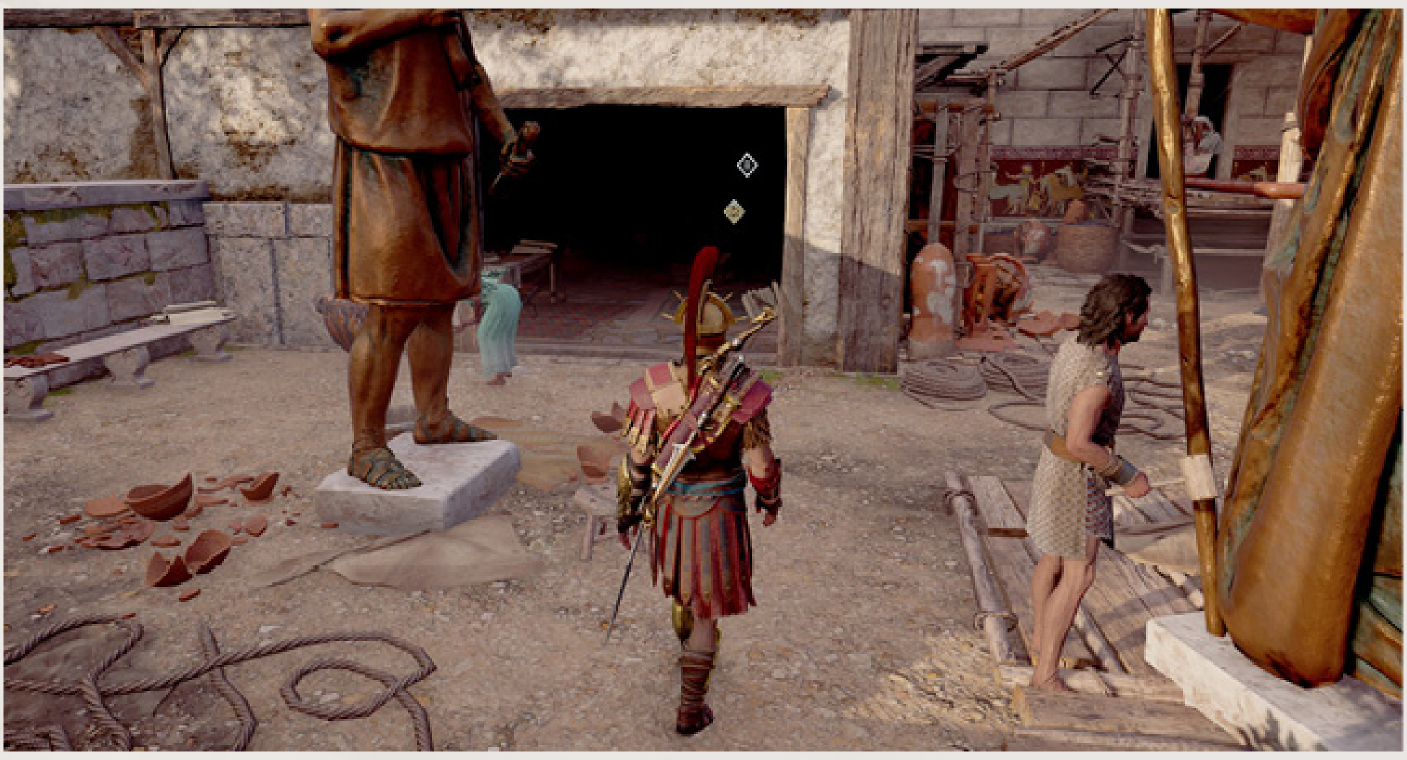
STORY: Demokritos, the "laughing philosopher," fumbled his way into learning the whereabouts of three theorems. Combined, they'd unlock some great mystery, but first they need to be retrieved.

Talk to Demokritos in northern Patrai in Mount Panachaikos. He wants you to locate and collect three theorems:

Zeno's Paradox is inside a building up on a western cliff of Alponos in White Crystal Hills, Lokris.

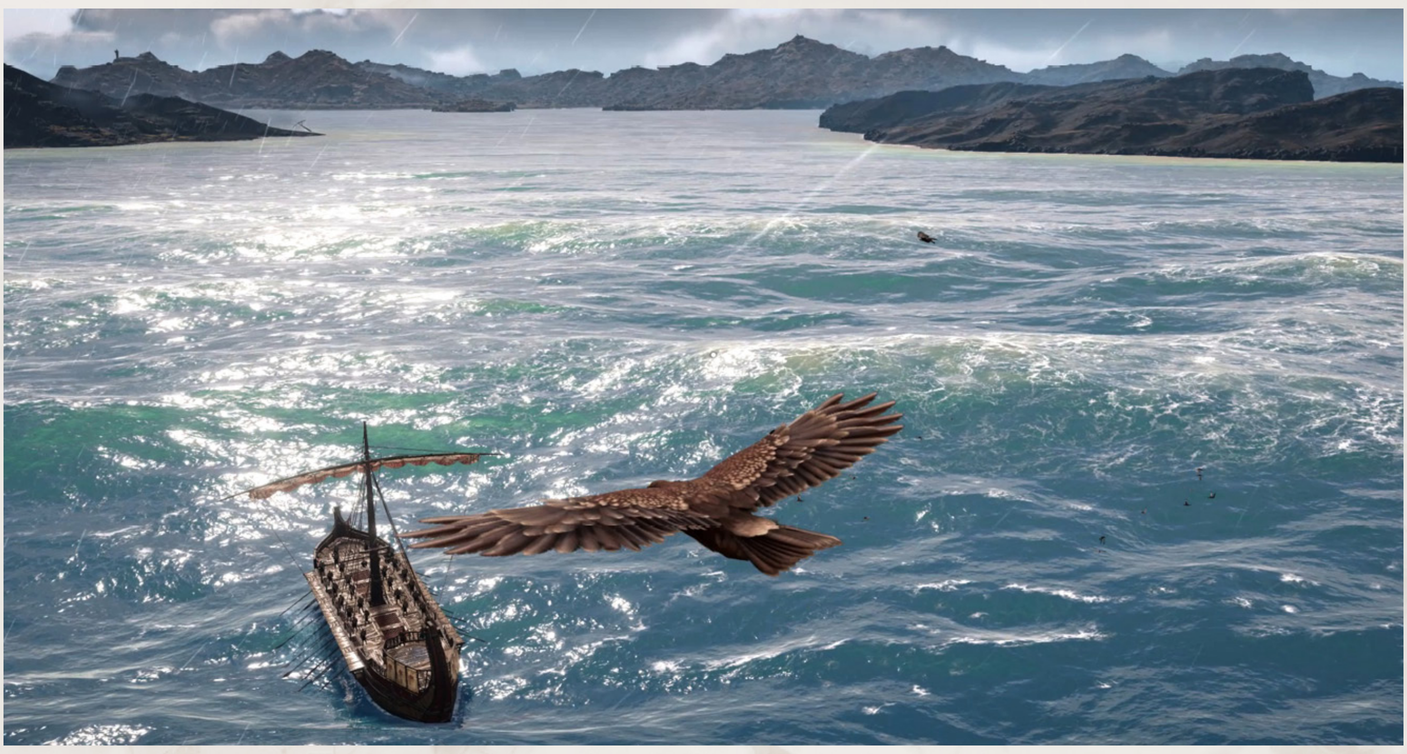


Golden Ratio is in Argos, Argolis, inside Polykleitos's Workshop, located southeast of the Temple of Poseidon.



The **Pythagorean Theorem** is found at the Palace of Amphitrite, which is underwater between Thera, Paros, and Anaphi islands. Take the Adrestia to the open waters in between these islands. From the point between Thera and Anaphi islands, head directly north to find this location. Once the "?" appears, send Ikaros out to find the quest item, treasure chests, and sharks. Kill the sharks and loot the items.

After collecting all three theorems, return to Demokritos. He tests you on the theorems and you must answer at least two correct to succeed at the quest. Answer **"It demonstrates infinite divisibility," "It's... a rectangle,"** and **"He discovered how these three lines are related."** This leads directly into Another Kind of Poetry. If you do not answer at least two correctly, you fail and the next quest is unavailable.



Another Kind of Poetry

RECOMMENDED LEVEL: 42

QUEST GIVER: Demokritos

PREREQUISITE: Complete *The Dunce Conundrum*

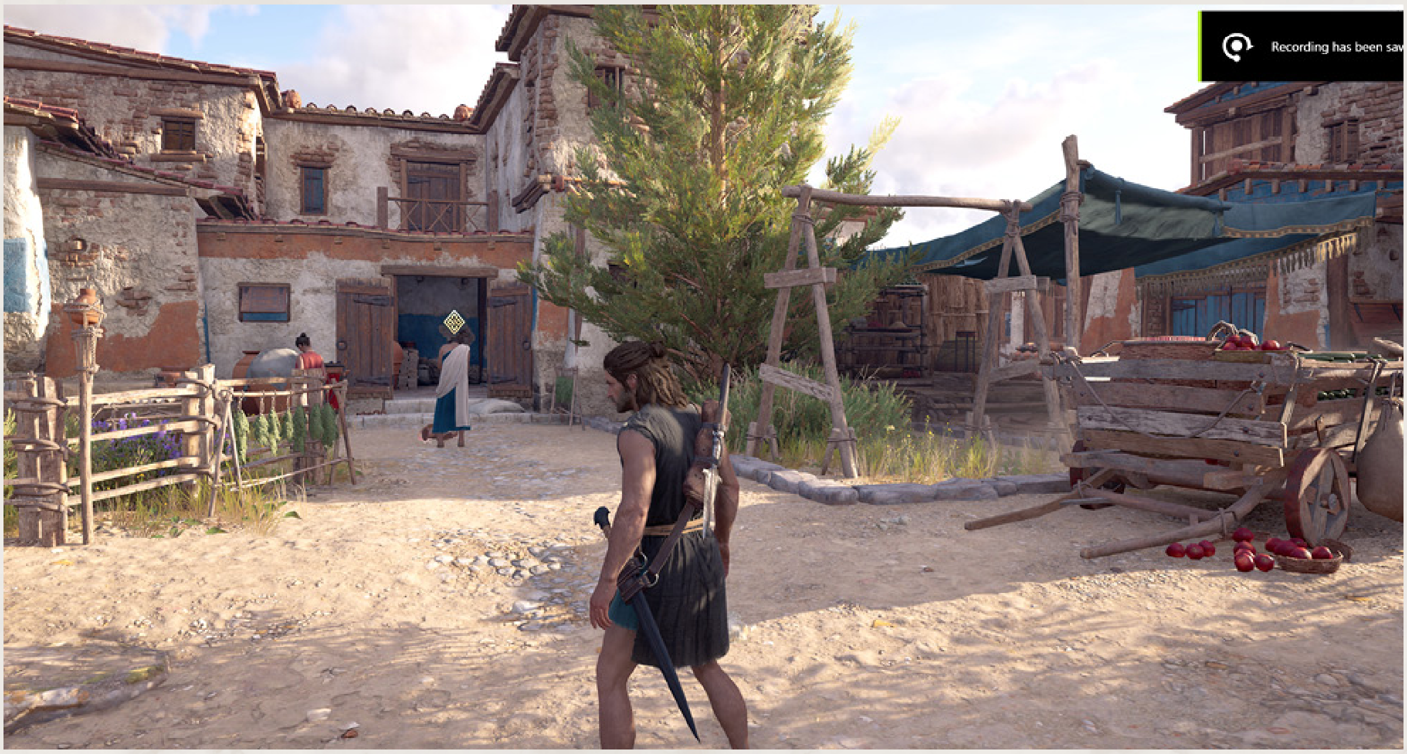
UNLOCKS: N/A

LOCATION: Patrai in Mount Panachaikos, Achaia

REWARD: High drachmae, rare head armor (Inventor's Helmet), medium XP

STORY: Demokritos reveals his true intentions. He used the theorems to prove his Atomic Theory for the same reason fools do anything—love. But to win a poet's heart, he needs help one last time.

Follow Demokritos up the hill and kill the three bandits who are already at the poet's house. Talk to Demokritos.



Demosthenes

Creating Opportunity

Creating Opportunity

RECOMMENDED LEVEL: 10

QUEST GIVER: Demosthenes

PREREQUISITE: *Reach Greater Athens*

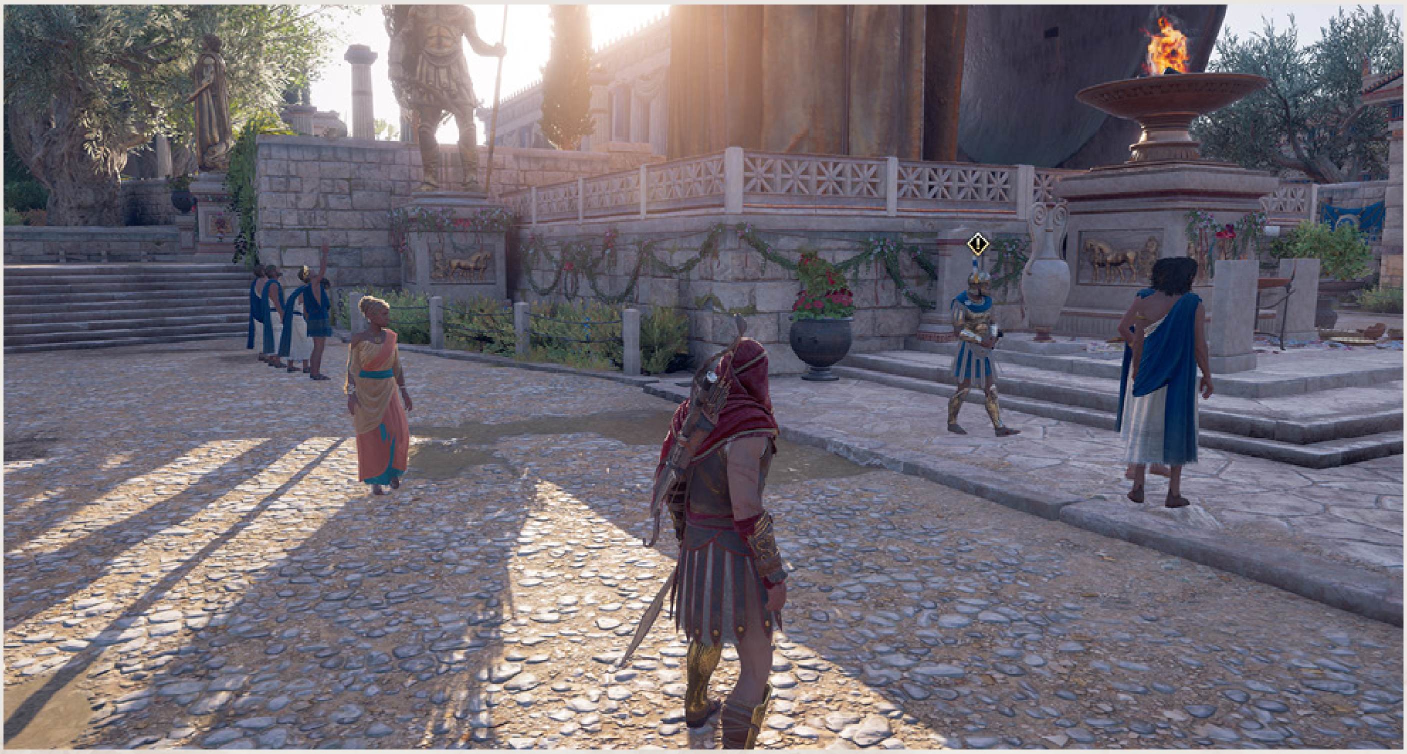
UNLOCKS: *The Wise Warrior*

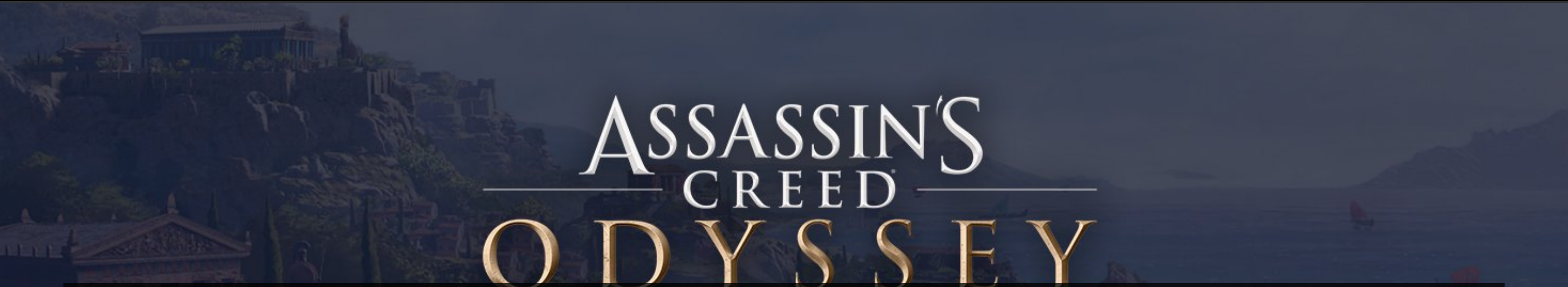
LOCATION: Statue of Athena in Greater Athens, Attika

REWARD: Epic waist armor (Demosthenes's Belt), high drachmae, high XP

STORY: General Demosthenes, a wise and cunning man, wishes for the Eagle Bearer's aid against the Spartans. If he can throw them into chaos, the war will be all but won.

Demosthenes wants you to gather three Spartan seals. These are found on Spartan polemarchs located in Spartan forts and ports. Remember to loot the item after every polemarch you defeat. Lysander, located in Sparta, has the equivalent set of quests for collecting Athenian seals.





Demosthenes

The Wise Warrior

THE WISE WARRIOR

RECOMMENDED LEVEL: 15

QUEST GIVER: Demosthenes

PREREQUISITE: Complete *Creating Opportunity*

UNLOCKS: *In the Midst of Chaos*

LOCATION: Statue of Athena in Greater Athens, Attika

REWARD: Epic legs armor (Demosthenes's Greaves), high drachmae, high XP

STORY: Long underestimated by his peers, General Demosthenes wishes to prove his mettle in the blood of Spartan polemarchs.

Gather three more Spartan seals.

Demosthenes

In the Midst of Chaos

IN THE MIDST OF CHAOS

RECOMMENDED LEVEL: 20

QUEST GIVER: **Demosthenes**

PREREQUISITE: Complete ***The Wise Warrior***

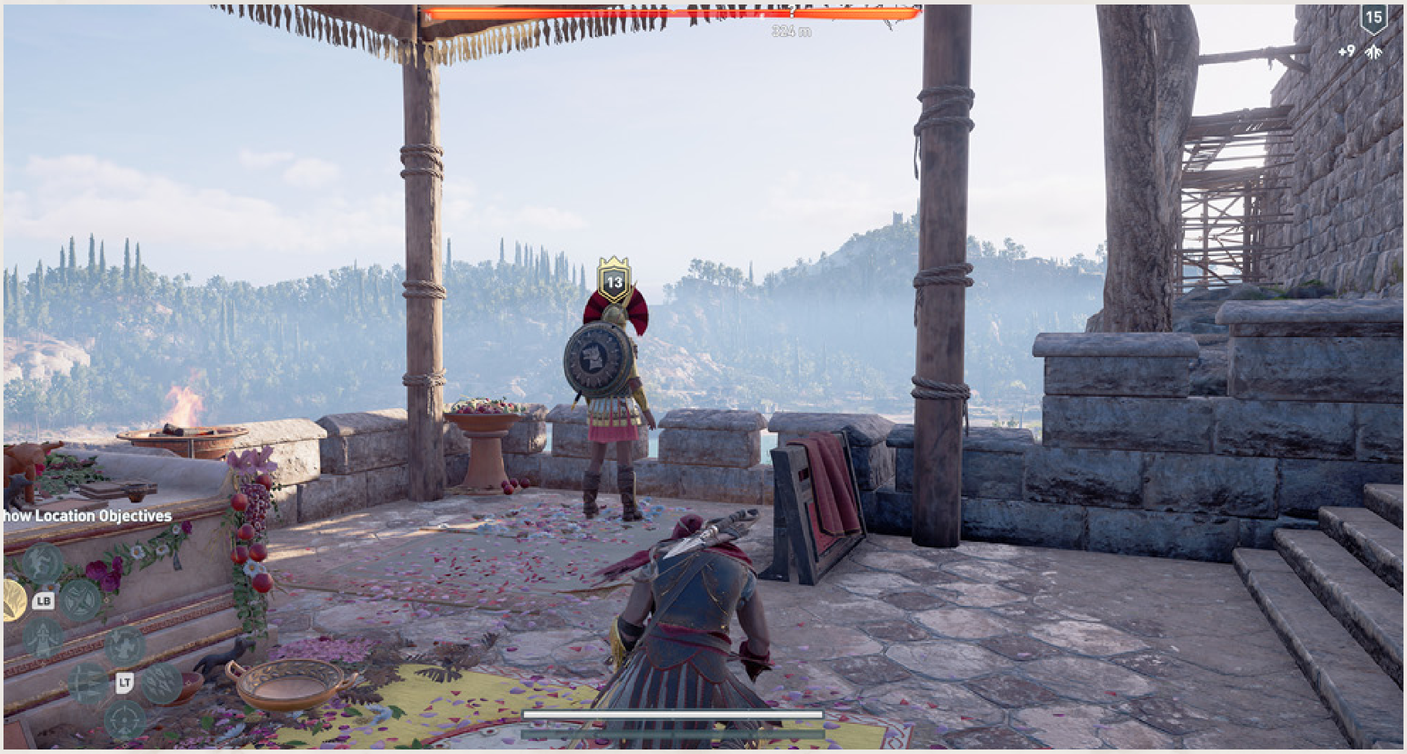
UNLOCKS: ***Swift as Wind***

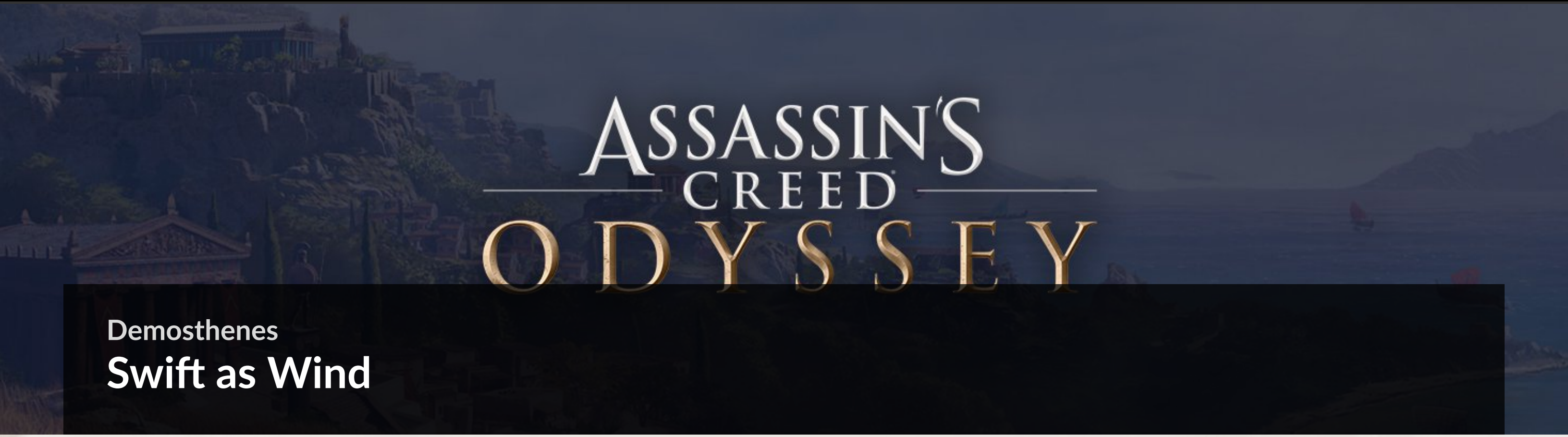
LOCATION: Statue of Athena in Greater Athens, Attika

REWARD: Epic head armor (Demosthenes's Hood), high drachmae, high XP

STORY: Demosthenes, while an experienced tactician with many victories, was dogged by early failures. In removing Spartan leaders, he hopes to make clear his cunning.

Gather three more Spartan seals.





Demosthenes

Swift as Wind

Swift as Wind

RECOMMENDED LEVEL: 25

QUEST GIVER: Demosthenes

PREREQUISITE: Complete *In the Midst of Chaos*

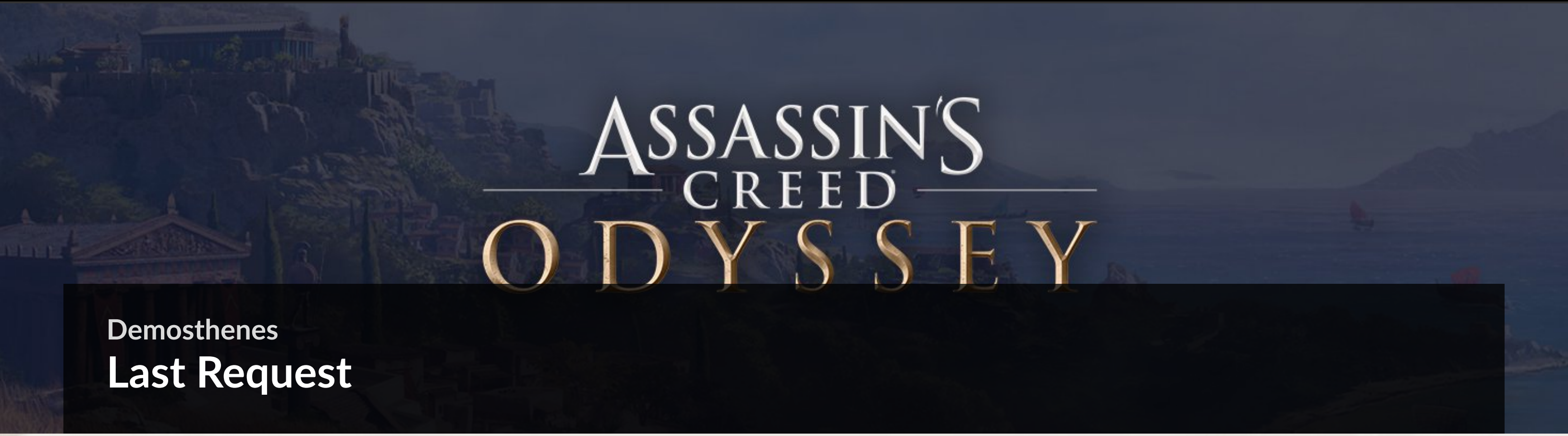
UNLOCKS: *Last Request*

LOCATION: Statue of Athena in Greater Athens, Attika

REWARD: Epic torso armor (Demosthenes's Battleplate), high drachmae, high XP

STORY: Seeing the success of his initiative thus far, Demosthenes is determined to maintain his course. Many Spartan polemarchs will lose their lives at his word.

Gather three more Spartan seals.



Last Request

LAST REQUEST

RECOMMENDED LEVEL: 30

QUEST GIVER: **Demosthenes**

PREREQUISITE: Complete ***Swift as Wind***

UNLOCKS: ***The Final Battle***

LOCATION: Statue of Athena in Greater Athens, **Attika**

REWARD: Epic arms armor (**Demosthenes**'s Gauntlets), high drachmae, high XP

STORY: Though steeped in blood, **Demosthenes** pursues his course. Far better to take Spartan lives than lose Athenian ones.

Gather three more Spartan seals.

Demosthenes

The Final Battle

THE FINAL BATTLE

RECOMMENDED LEVEL: 35

QUEST GIVER: **Demosthenes**

PREREQUISITE: **Complete *Last Request* and *Know Your Enemy*, and do not accept *Nemesis***

UNLOCKS: **N/A**

LOCATION: **Statue of Athena in Greater Athens, Attika**

REWARD: **Legendary spear (Athena's Spear), high drachmae, high XP**

STORY: **General Demosthenes asked the Eagle Bearer to fight on behalf of Athens at the battle of Megaris.**

You must complete *Last Request* and Lysander's *Know Your Enemy* quest. Now Demosthenes wants you to join and win the battle at Lakonia. Note that you can only complete this quest or *Nemesis*. Beginning this quest and then accepting *Nemesis* replaces the quest in your log. Both reward you with Athena's Spear when you defeat the other side.

CALL TO ARMS

RECOMMENDED LEVEL: 19

QUEST GIVER: Drakios

PREREQUISITE: Complete ***A Debt to Pay*** (main quest)

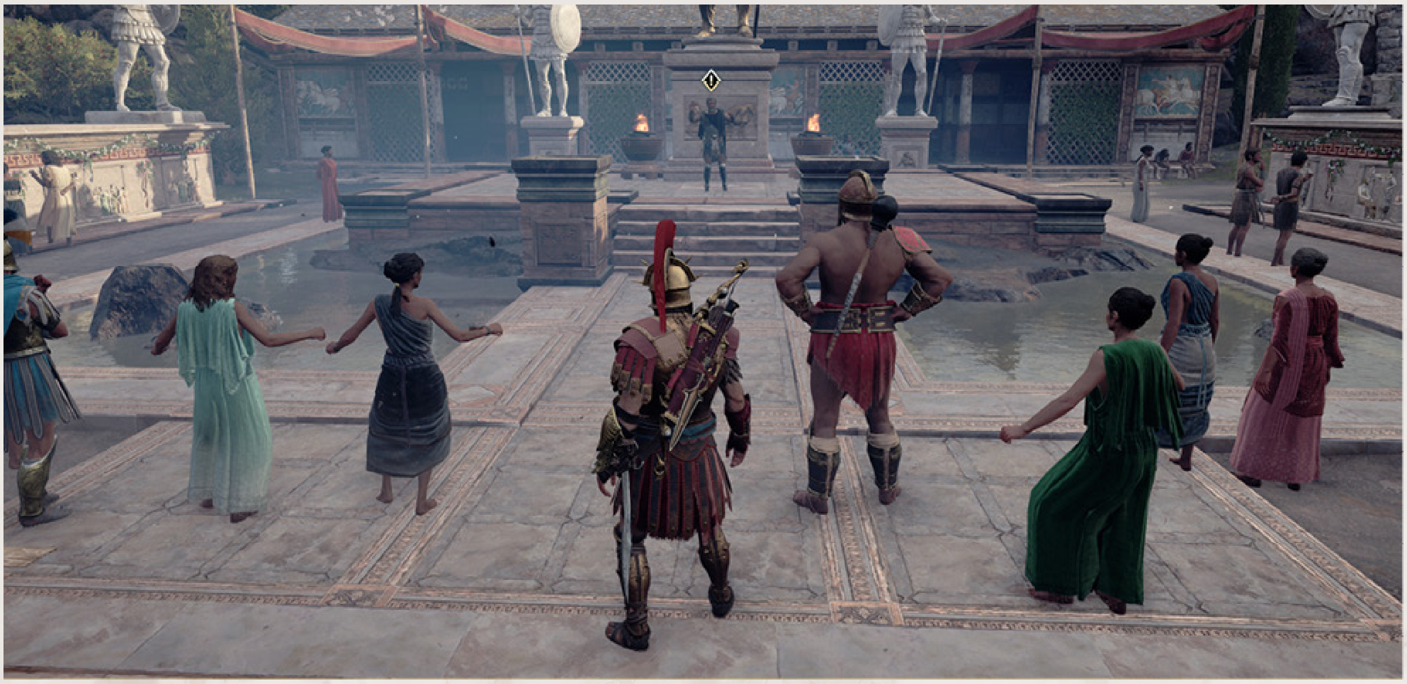
UNLOCKS: ***The Great Contender***

LOCATION: Melos in Black Crescent, Melos Island

REWARD: Medium drachmae, rare sword (Contender's Blade), medium XP

STORY: When you meet Drakios, the man behind the great Battle of One Hundred Hands, you will have to prove your strength before competing.

Find Drakios speaking in front of a statue in Melos (Black Crescent, Melos Island) and talk to him. If you haven't completed training with Roxana on Hydrea island (complete Foot Race), you must pay 4,500 drachmae to enter. It is worth your time to travel to Hydrea island and complete the three quests. This provides quest awards, as well as the chance to hire Roxana to your crew. She will also assist in a later fight, if you allow her.



The Great Contender

RECOMMENDED LEVEL: 19

QUEST GIVER: Drakios

PREREQUISITE: Complete *Call to Arms*

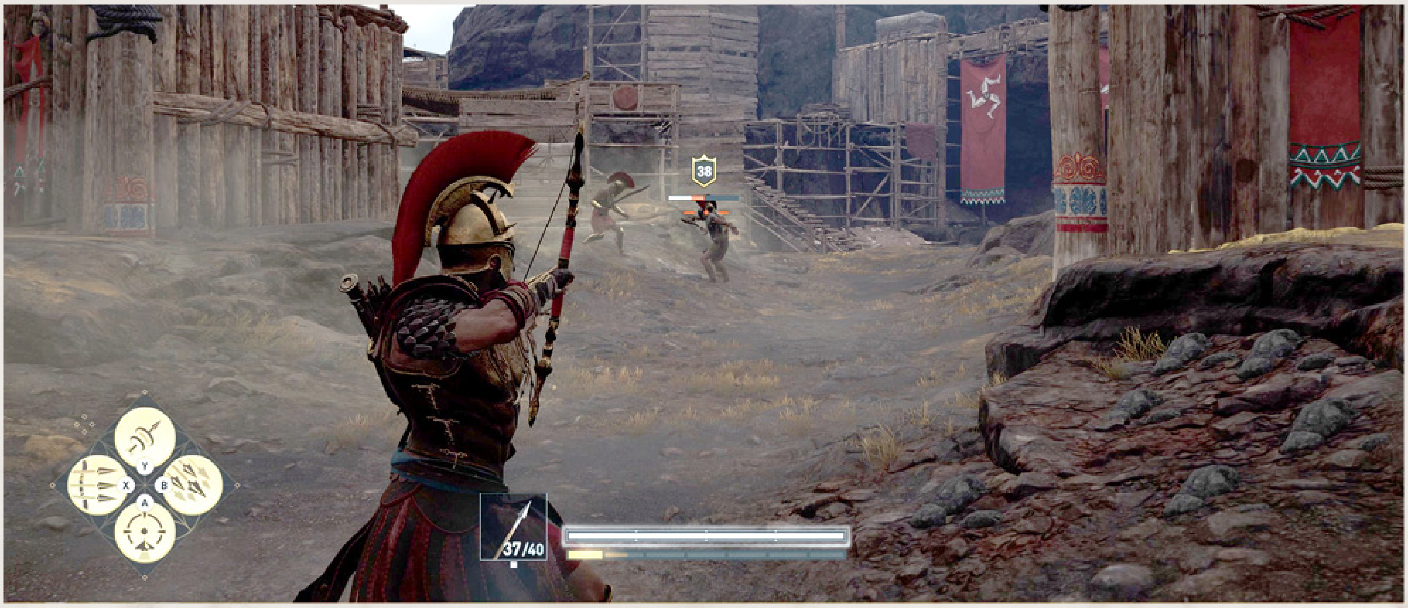
UNLOCKS: *Legends No More*

LOCATION: Melos in Black Crescent, Melos Island

REWARD: Medium drachmae, rare arms armor (One Hundredth Hand), medium XP

STORY: To be victorious in the Battle of One Hundred Hands, you need to crush all those who stand in your way.

Follow Drakios and talk to him again. This sends you into a competition, where you must kill all other contenders of the battle (a bar in the upper-left corner shows your progress). A horn also sounds when one-quarter, one-half, and three-quarters of the contenders have been defeated. Take advantage of fights between the others. Pick off combatants from a distance, while they are distracted. Small packs of warriors will team up against you, so keep your distance until numbers are reduced. When around a dozen warriors remain, each fighter is marked on your HUD for an easier time tracking them down. Once all the warriors have been defeated, return to Drakios to face the final contender.



LEGEND NO MORE

RECOMMENDED LEVEL: 19

QUEST GIVER: Drakios

PREREQUISITE: Complete ***The Great Contender***

UNLOCKS: N/A

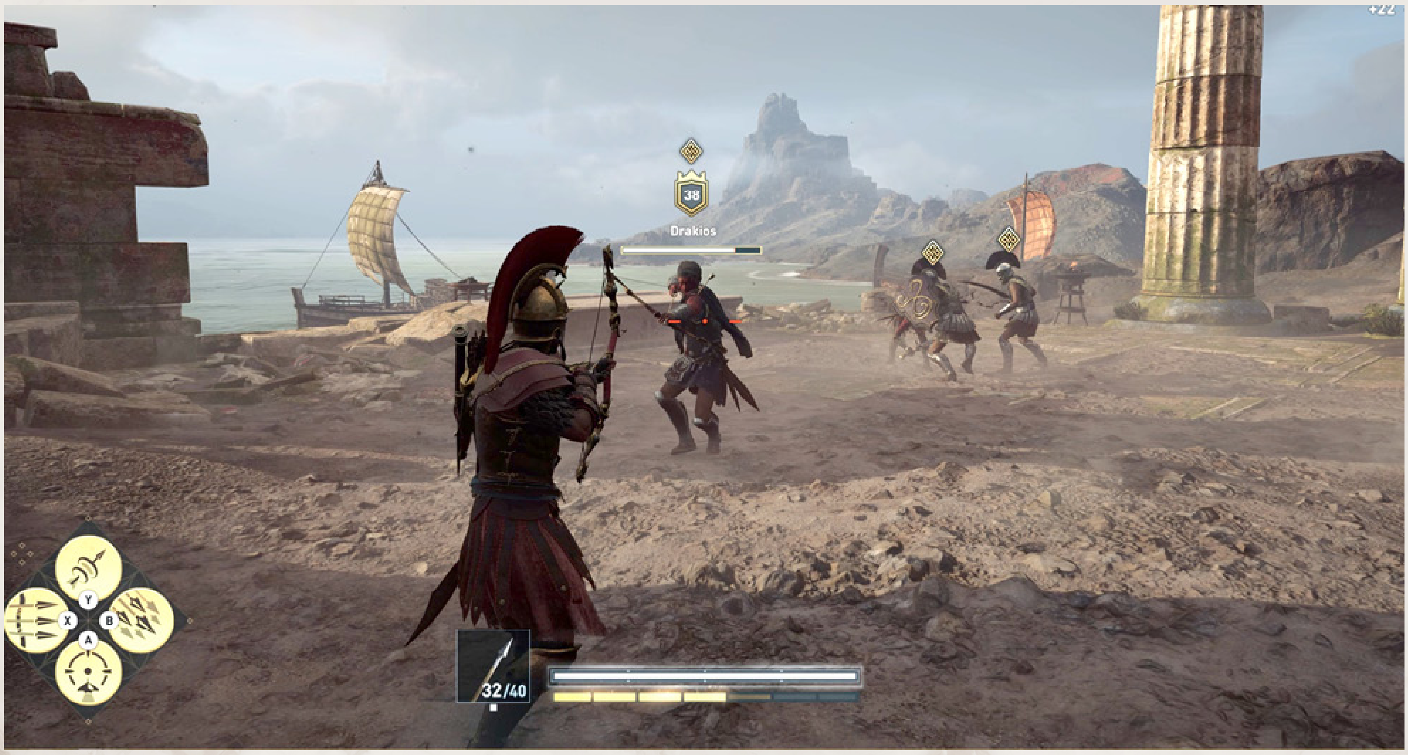
LOCATION: Typhon's Revenge, Melos Island

REWARD: Medium drachmae, medium XP, rare sword (Champion's Blade), rare staff (Champion's Staff), rare dagger (Champion's Dagger), rare blunt (Champion's Mace), rare spear (Champion's Spear), epic heavy blade (Champion's Axe)

STORY: Against the final challenger of the Battle, Roxana of Hydrea, your grit and morals will be tested.

While speaking with Roxana, you will be given an option to either fight or recruit her to your crew on the Adrestia. If you have romanced Roxana at the end of her quest line, her recruitment will be a success. Roxana will do a great job at dealing with the guards or act as a distraction while you deal with the targets one by one. Once you have killed them, return to Roxana to complete the quest. Completing the quest will give you acultist.

If you fail to recruit Roxana, you have to kill her and speak to Drakios. This leads to a fight against Drakios and two of his guards. Kill them to complete the quest. You can loot Roxana's body to obtain her shield which is a high-value trade good or bring it to the Statue of Athena in Athens to trigger a short cutscene (Only if you have completed Roxana's Quests)



A Life's Dedication

RECOMMENDED LEVEL: 34

QUEST GIVER: Eppie

PREREQUISITE: Complete *A Debt to Pay* (main quest)

UNLOCKS: *Language of the Ancients*

LOCATION: Southwest Reborn Hills, Boeotia

REWARD: Medium drachmae, low XP

STORY: Guided by wits and gods, Eppie unearthed a Mycenaean stele fragment that promises a greater discovery to come. Will this finally bring the respect the young archaeologist craves?

Find Eppie in Reborn Hills and kill the wolf that attacks him. Follow him to the Cave of the Oracle to the northeast. Talk to Eppie inside the cave. Explore the cave by sliding through the small opening ahead of the worshippers. Follow the right path and interact with the door to reach a new area. There are three treasure chests to be collected in the cave, so it is worth searching every corridor. To reach your next objective go left at the first intersection, right, and then straight. Drop into the tomb. Loot the chest and investigate the two clues. Next, move the two shelving units out of the way of the exit and return to Eppie, who remains at the start of the cave. Talk to him to move on to the next quest.

LANGUAGE OF THE ANCIENTS

RECOMMENDED LEVEL: 36

QUEST GIVER: Eppie

PREREQUISITE: *Complete A Life's Dedication*

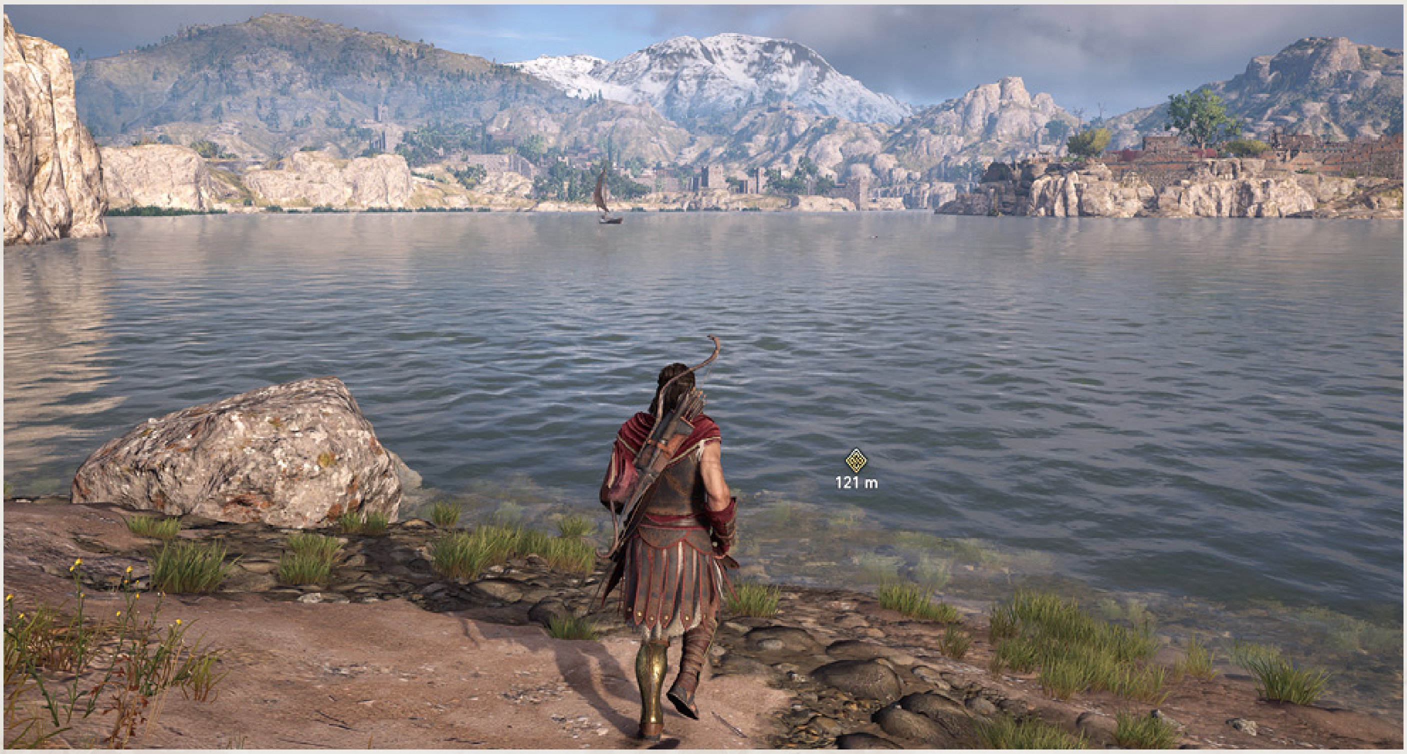
UNLOCKS: *Chasing Phantoms*

LOCATION: Cave of the Oracle in Reborn Hills, Boeotia

REWARD: Medium drachmae, medium XP

STORY: The rare Mycenaean stele was the keystone to unlock the ancient language etched into the tomb's walls. A most worthy discovery, indeed! Thus, Eppie sets aside doubt and embraces adventure.

Travel to the Ruins of Arne, located on the south side of Lake Kopais. Allow Ikaros to locate the two treasure chests. Dive down and find three pillars. Loot an **ancient rusted key** from a corpse in between these pillars. This allows you to unlock the nearest treasure chest and collect the **stele piece** from the underwater ruins. Deliver the stele piece to Eppie.



CHASING PHANTOMS

RECOMMENDED LEVEL: 36

QUEST GIVER: Eppie

PREREQUISITE: Complete *Language of the Ancients*

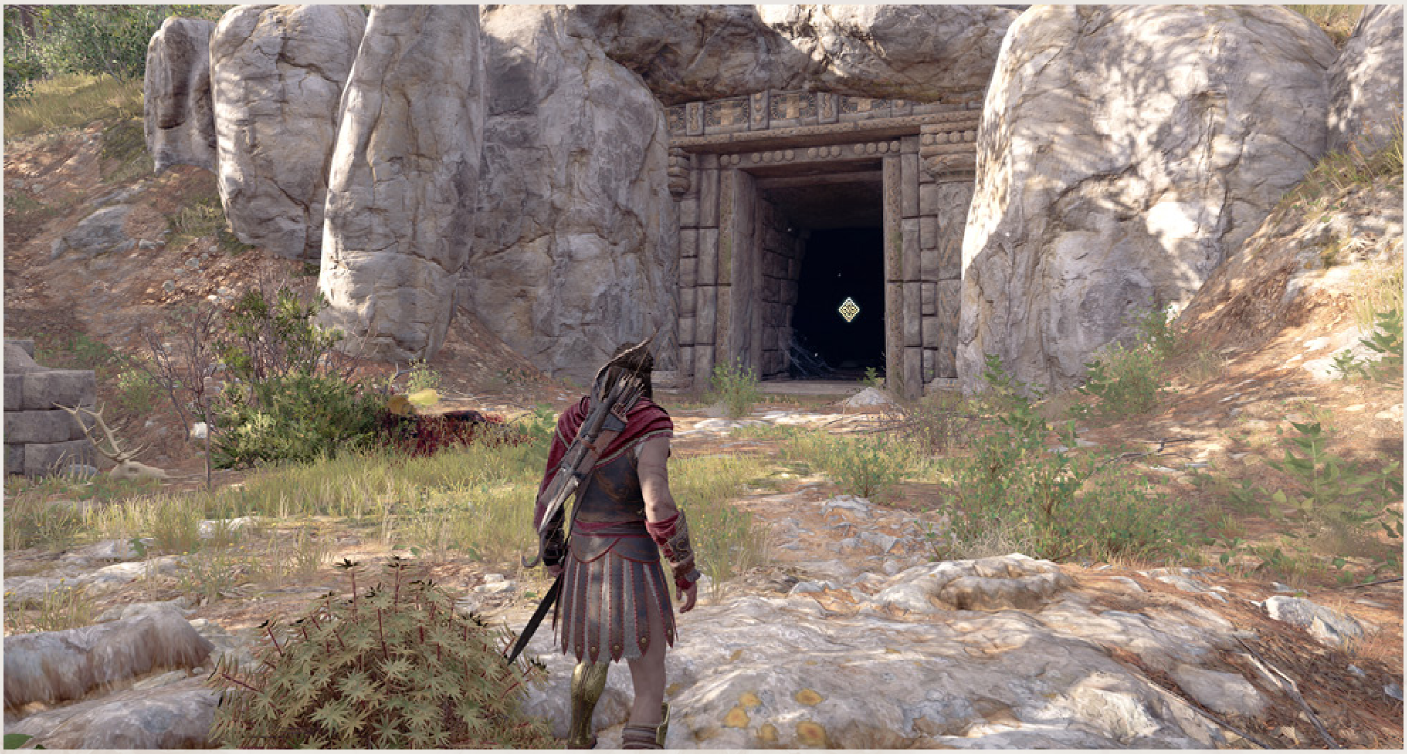
UNLOCKS: *Origins of a Ritual* and *The Tribute*

LOCATION: Cave of the Oracle in Reborn Hills, Boeotia

REWARD: High drachmae, medium XP

STORY: Uncovering the meaning behind the text presented more questions. Soon the full stele will reveal the answers. Will it cause turmoil within young Eppie's noble dedication to Greek history?

Next, find the Tomb of Orion in northern Oropos Heights. Enter the tomb to find Aristomachos and talk to him. This leads you to the Cave of Madness in central Oropos Heights; an entrance is found on the north side of the mountain. Find three crazed worshippers inside and kill them. Loot the **stele piece** from the Cave of Madness and return it to Eppie.



Eppie

Origins of a Ritual

ORIGINS OF A RITUAL

RECOMMENDED LEVEL: 36

QUEST GIVER: Eppie

PREREQUISITE: Complete *Chasing Phantoms*

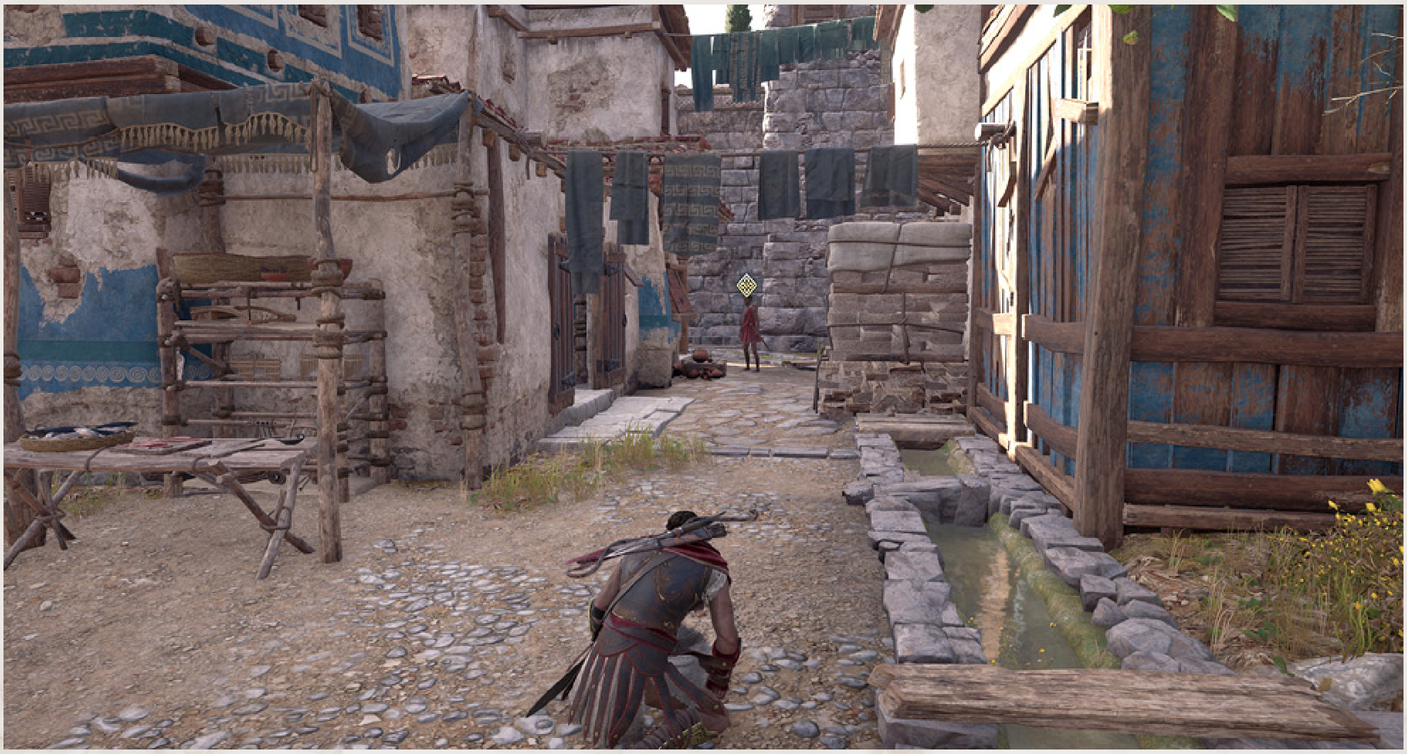
UNLOCKS: N/A

LOCATION: Cave of the Oracle in Reborn Hills, Boeotia

REWARD: Medium drachmae, medium XP

STORY: Eppie's clue indicates a stele piece was taken to a temple within Orchomenos City. The wealthy would have understood its value for rituals and hoarded it jealously.

Travel to Orchomenos City in northwest Lake Kopais. Find the Burned Temple of Charites on the east side of the city and investigate it. Talk to Augeia and interact with the broken pots and battered scarf. Find and kill the culprit, who has fled into the city. Near the House of Pindar, in the center of town, have Ikaros locate the culprit on the south side. Your objective calls for you to kill him, but if you can sneak up behind him (and are close enough to his level), you can knock him out and hire him as an epic lieutenant. Either way, loot the **stele piece** in Orchomenos City.



THE TRIBUTE

RECOMMENDED LEVEL: 36

QUEST GIVER: **Eppie**

PREREQUISITE: Complete ***Chasing Phantoms***

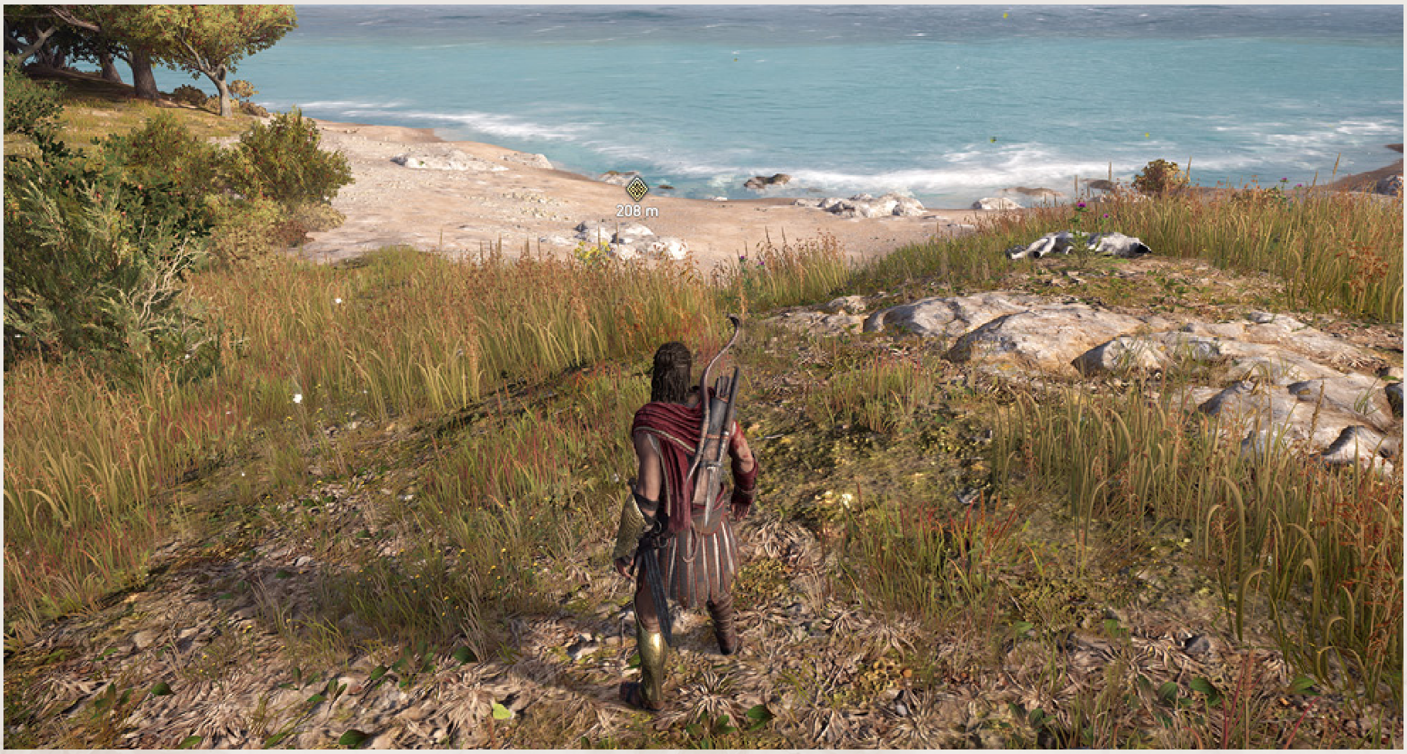
UNLOCKS: N/A

LOCATION: Cave of the Oracle in Reborn Hills, **Boeotia**

REWARD: High drachmae, medium XP

STORY: According to Eppie's clue, a stele piece is hidden in the temple. How could they know the sea has long since claimed that ancient place?

Another stele piece is located close to the Site of Iphigenia's Sacrifice in far northern Cursed Land of Oedipous, near the coastline. Find the Sunken Temple of Aphrodite in the waters to the northeast. Survey the area to spot a group of sharks and two treasure chests. One of these chests holds the **stele piece** from the underwater temple. Loot it to complete the quest.



Eppie

Keep the Faith

KEEP THE FAITH

RECOMMENDED LEVEL: 38

QUEST GIVER: **Eppie**

PREREQUISITE: Complete ***Origins of a Ritual*** and ***The Tribute***

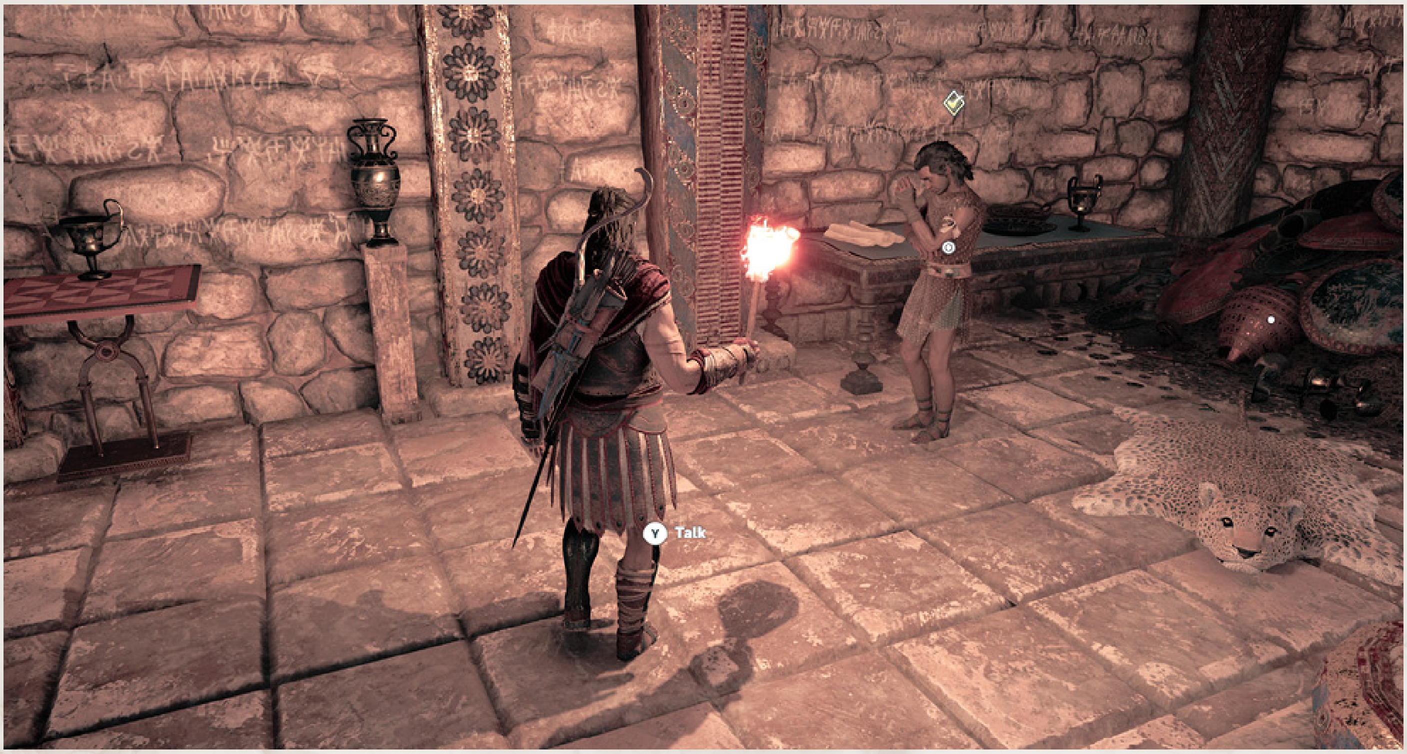
UNLOCKS: *N/A*

LOCATION: Cave of the Oracle in Reborn Hills, **Boeotia**

REWARD: High drachmae, epic head armor (Restored Mycenanean Helmet), epic torso armor (Restored Mycenanean Armor), epic arms armor (Restored Mycenanean Gauntlets), epic waist armor (Restored Mycenanean Waistband), epic legs armor (Restored Mycenanean Boots), high XP

STORY: Something had awakened with the tomb's opening. Those who heard the whispers of gods across the wind found themselves divinely inspired or driven to madness.

Deliver the remaining stele pieces to Eppie by returning to the Cave of the Oracle one last time. During the conversation, tell him **"There's dust in my eyes"** for the opportunity to hire him as a legendary lieutenant.



I, DIONA

RECOMMENDED LEVEL: 36

QUEST GIVER: Diona

PREREQUISITE: Episode 3

UNLOCKS: *Place in the Kosmos*, *In a Rush*, *All Bonds Will Break*, *Pick Your Poison*, *The Handmaiden's Story*

LOCATION: Shrine of Fates in Skandeia Bay, Kythera Island

REWARD: High drachmae, rare legs armor (Kythera Greaves), high XP

STORY: Having saved Diona's life, you agree to escort the priestess back to town in exchange for learning more about the Cult of Kosmos.

At the Shrine of Fates, help Diona with any remaining guards if necessary, and then talk to her. Escort her up to Kythera Town; you will have to deal with a couple attackers. In town, speak with her again to complete the quest. This unlocks a few Kythera quests. If you complete Place in the Kosmos, the second Eritha quest becomes available.

By the Fates

RECOMMENDED LEVEL: 36

QUEST GIVER: Diona

PREREQUISITE: Complete ***Place in the Kosmos***

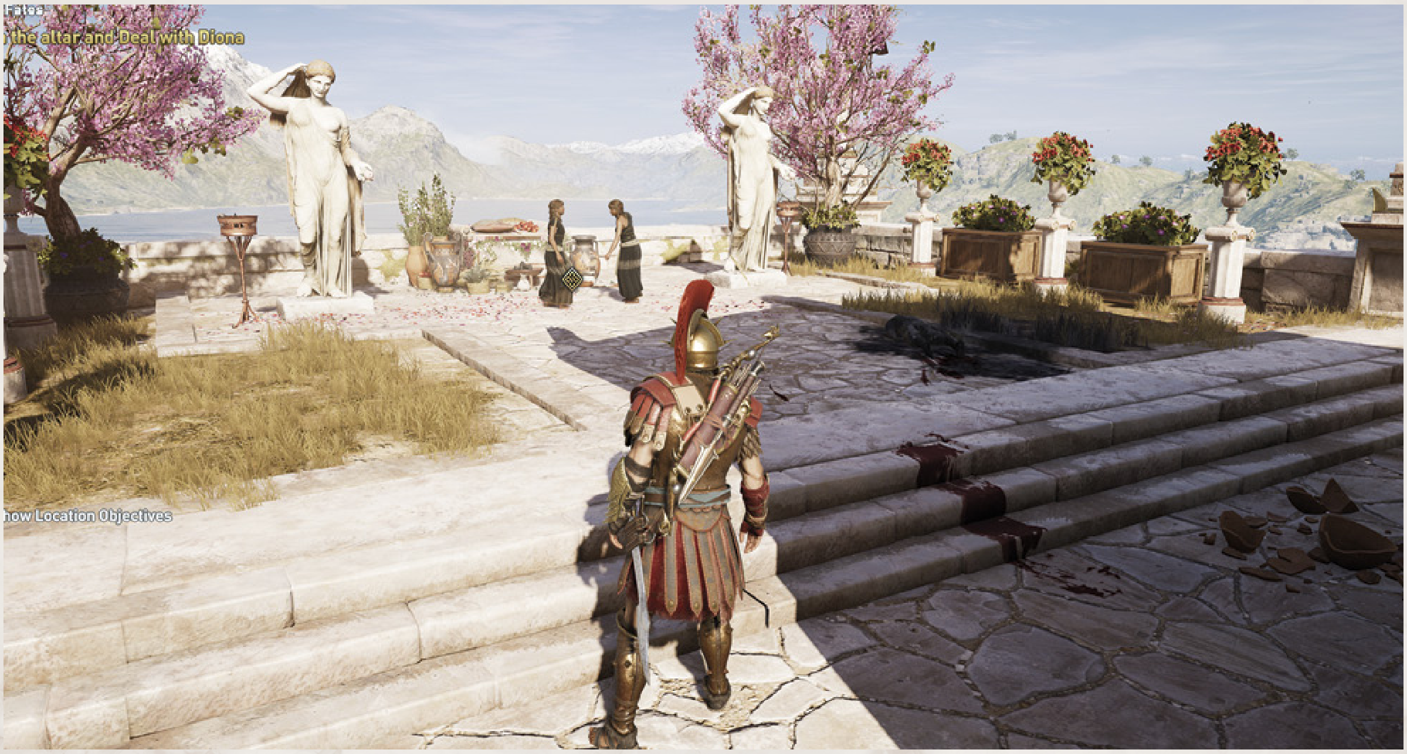
UNLOCKS: N/A

LOCATION: Kythera Town in Pilgrim Hill, Kythera Island

REWARD: High drachmae, high XP

STORY: Diona invites you to discuss the information her scouts had gathered, but the plucky priestess has other things on her mind...

Meet and talk to the handmaiden at the villa and follow her behind the house. Three Order Guard soldiers will ambush you, so kill them, and then interrogate the handmaiden on top of the house. Travel to the Altar of Aphrodite to find Diona and the high priestess. Ask the three questions to determine which one is the high priestess and kill the other—the woman on the right. Confirm the kill, as this love interest turns out to be a cultist. Talk to the high priestess Eritha to complete the quest and receive a clue about the leader of the Worshippers of the Bloodline. If you choose the woman on the left, then you will eventually kill Diona after you have discovered the deceased twin's identity as Eritha.



A Friend in Need...

RECOMMENDED LEVEL: 17

QUEST GIVER: Heitor

PREREQUISITE: Episode 3

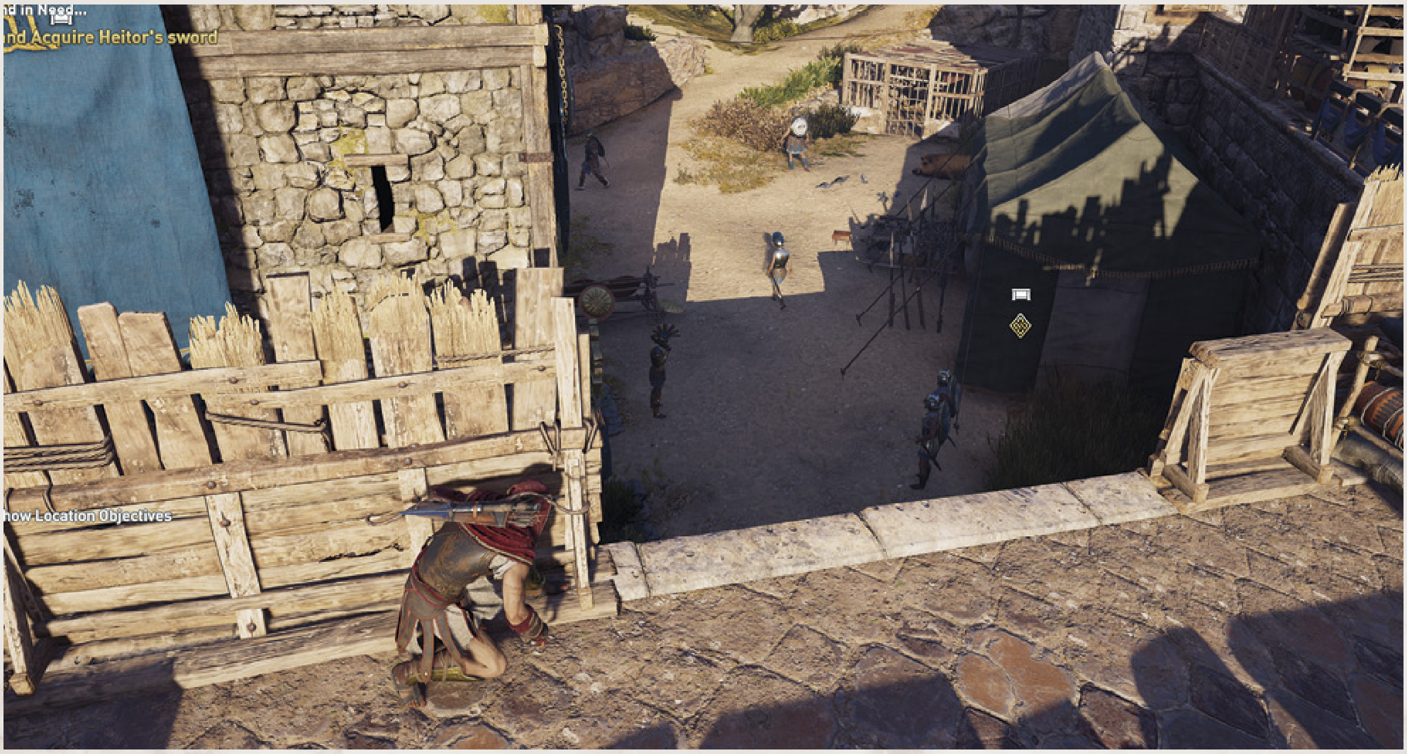
UNLOCKS: *Heitor's Gonna Hate*

LOCATION: Dekelia in Abandoned Farmlands, Attika

REWARD: Epic torso armor (Heitor's Breastplate) or epic sword (Heitor's Harpe), medium or no drachmae, high XP

STORY: You agree to help your old comrade Heitor return a special blade that has seen him through many campaigns. A local polemarch has taken it. Find him and get the sword.

Your old friend Heitor asks you to find and acquire his sword at Fort Phyle in Parnes Mountains. The sword is well guarded in a small building on the north side. Pull the soldiers away from the doorway and kill them. Or, get their attention and circle back around, where it's possible that only one soldier remains. As usual, visit at night for less activity. When you return to Heitor, you have the opportunity to say you didn't find the sword. This changes the item awarded for completion from the torso armor to this sword. No drachmae is given if you keep the sword.



HEITOR'S GONNA HATE

RECOMMENDED LEVEL: 16

QUEST GIVER: Heitor

PREREQUISITE: Complete *A Friend in Need…*

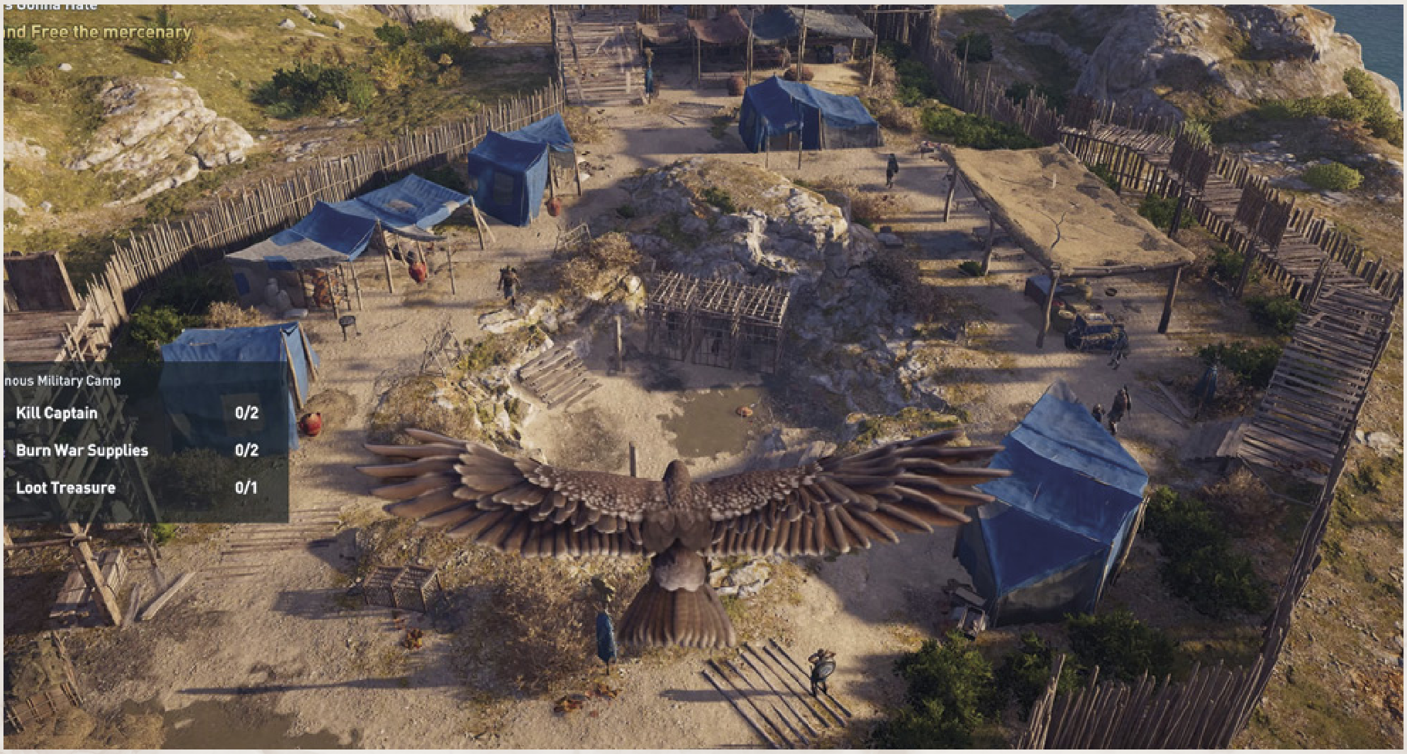
UNLOCKS: N/A

LOCATION: Rhamnous Military Camp in Abandoned Farmlands, Attika

REWARD: Rare legs armor (Heitor's Buskins), medium drachmae, medium XP

STORY: Heitor has one more request for you. An old mercenary friend of his has been captured, and he hopes you will free him.

Heitor now asks you to find and free an old mercenary friend, who is imprisoned at Rhamnous Military Camp to the northeast within Abandoned Farmlands. Eliminate the enemies before releasing the mercenary for an easier trip to the boat. Once freed, escort him to the boat. You must lead him through the front gate and to the right, along the fence line. A decline leads you down to the boat. You have the option to spare Himilko's life or let Heitor kill him. Extra drachmae is awarded for the latter choice.


s Gonna Hate
nd Free the mercenary
nous Military Camp
Kill Captain 0/2
Burn War Supplies 0/2
Loot Treasure 0/1

THE HUNTING PARTY

RECOMMENDED LEVEL: 36

QUEST GIVER: Hippokrates

PREREQUISITE: Complete Episode 6, *Rising From the Ashes*

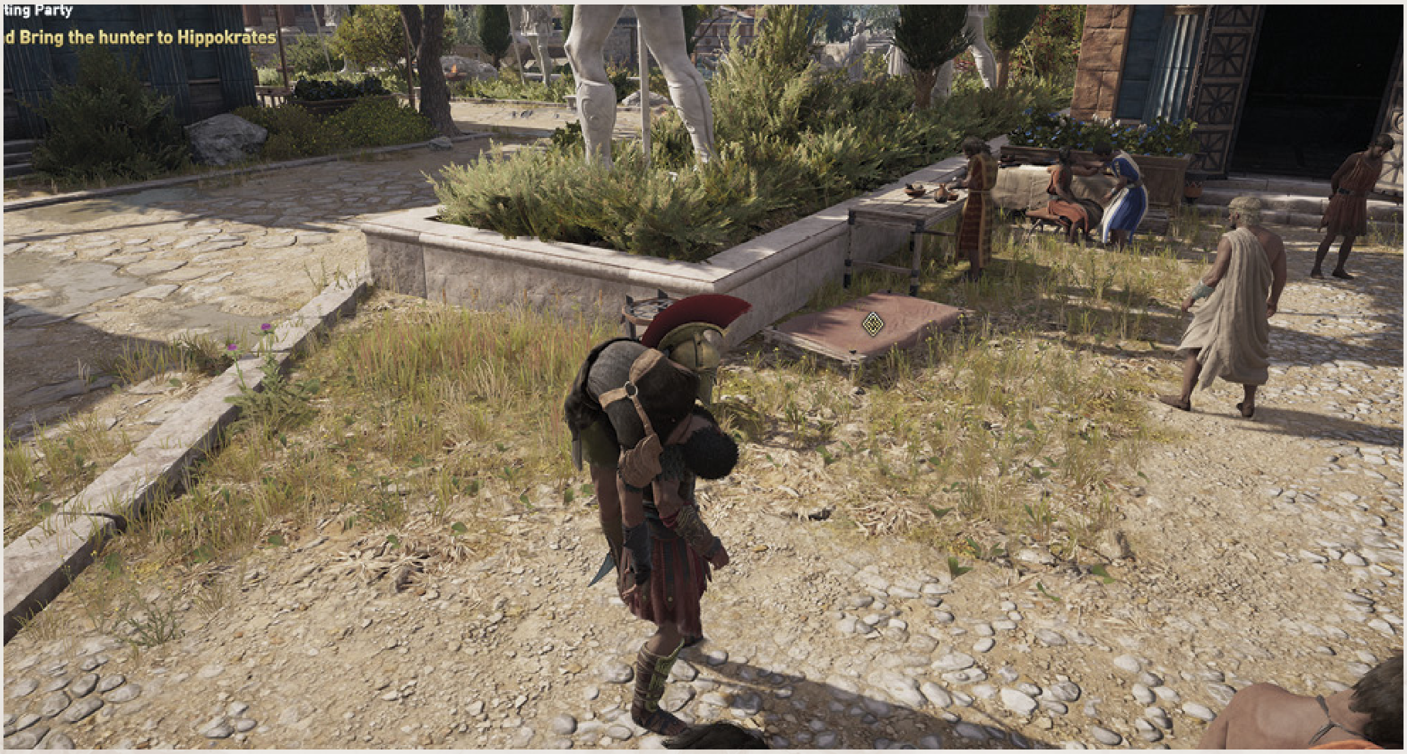
UNLOCKS: *Let My Patients Go*

LOCATION: Thebes in Cursed Land of Oedipous, Boeotia

REWARD: Epic dagger (Surgical Blade), low XP

STORY: Hippokrates has heard rumors that a hunting party was attacked by an animal and badly injured. The physician asks you to look for survivors.

Hippokrates asks that you find the hunter and bring him back to the doctor. Head to Snake Head Rock in Cursed Land of Oedipous. Kill the two bears first. Take care of the weaker brown before focusing on the elite white bear. Carry the wounded hunter west to Thebes and place him on the cot.



LET MY PATIENTS GO

RECOMMENDED LEVEL: 36

QUEST GIVER: **Hippokrates**

PREREQUISITE: **Complete** ***The Hunting Party***

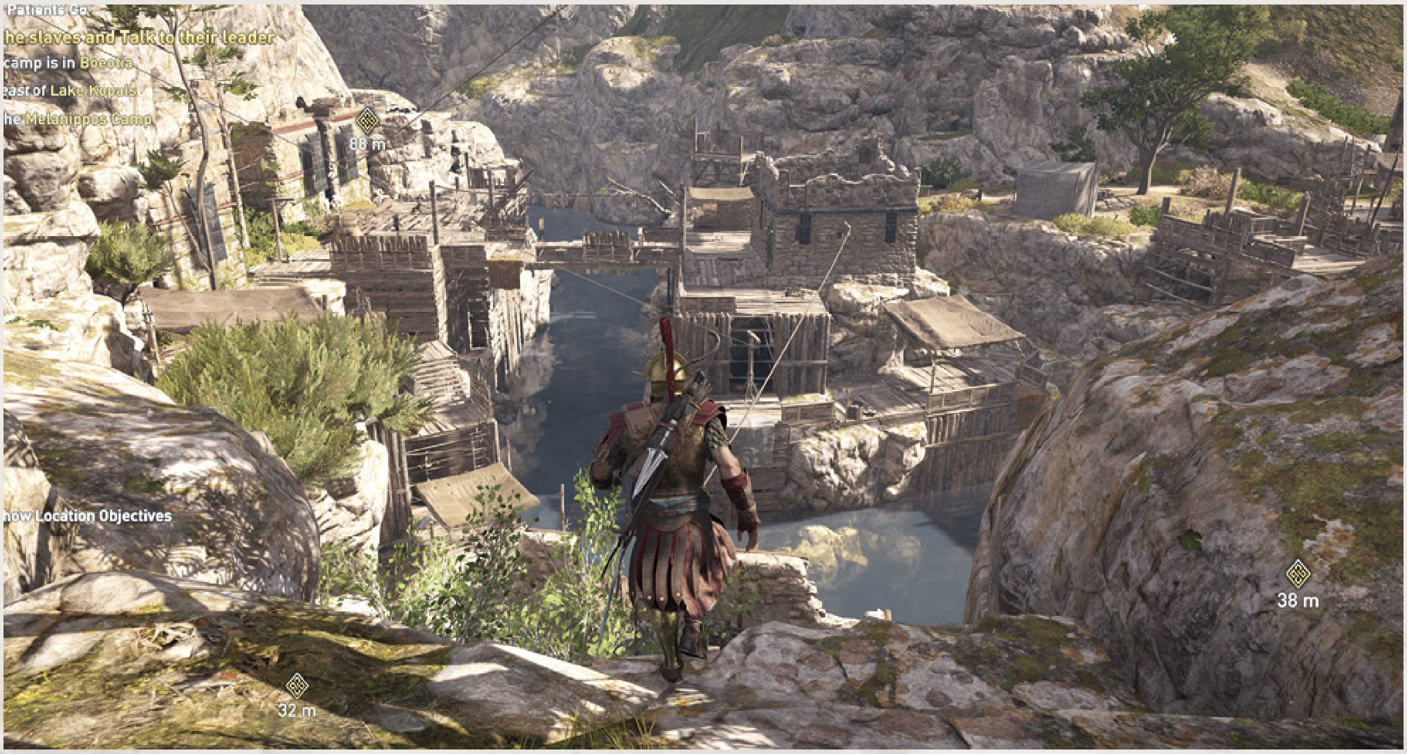
UNLOCKS: ***Inheritance Insurance***

LOCATION: **Thebes in Cursed Land of Oedipous, Boeotia**

REWARD: **Medium drachmae, legendary sword (Hermes's Kerukeion), medium XP**

STORY: **The survivor of the animal attack is a ruthless slaver. Hippokrates won't treat him until you investigate Galeos's camp and free his "merchandise."**

Talk to Hippokrates, who wishes for you to free the slaves and talk to their leader at Melanippos Camp east of Lake Kopais. Scan the camp to find three cages along the mountainside. Infiltrate the camp and kill the soldiers—well, at least those closest to the north end. Free the prisoners, including the leader in the northeastern cage. Carry him northeast to the objective marker near a statue, drop him near the ladder, and talk to him. Return to Hippokrates.


Patients Go
he Slaves and Talk to their Leader
camp is in Boeotia
east of Lake Kopais
he Melanippos Camp
88 m
now Location Objectives
38 m
32 m

INHERITANCE INSURANCE

RECOMMENDED LEVEL: 35

QUEST GIVER: Hippokrates

PREREQUISITE: Complete *Let My Patients Go*

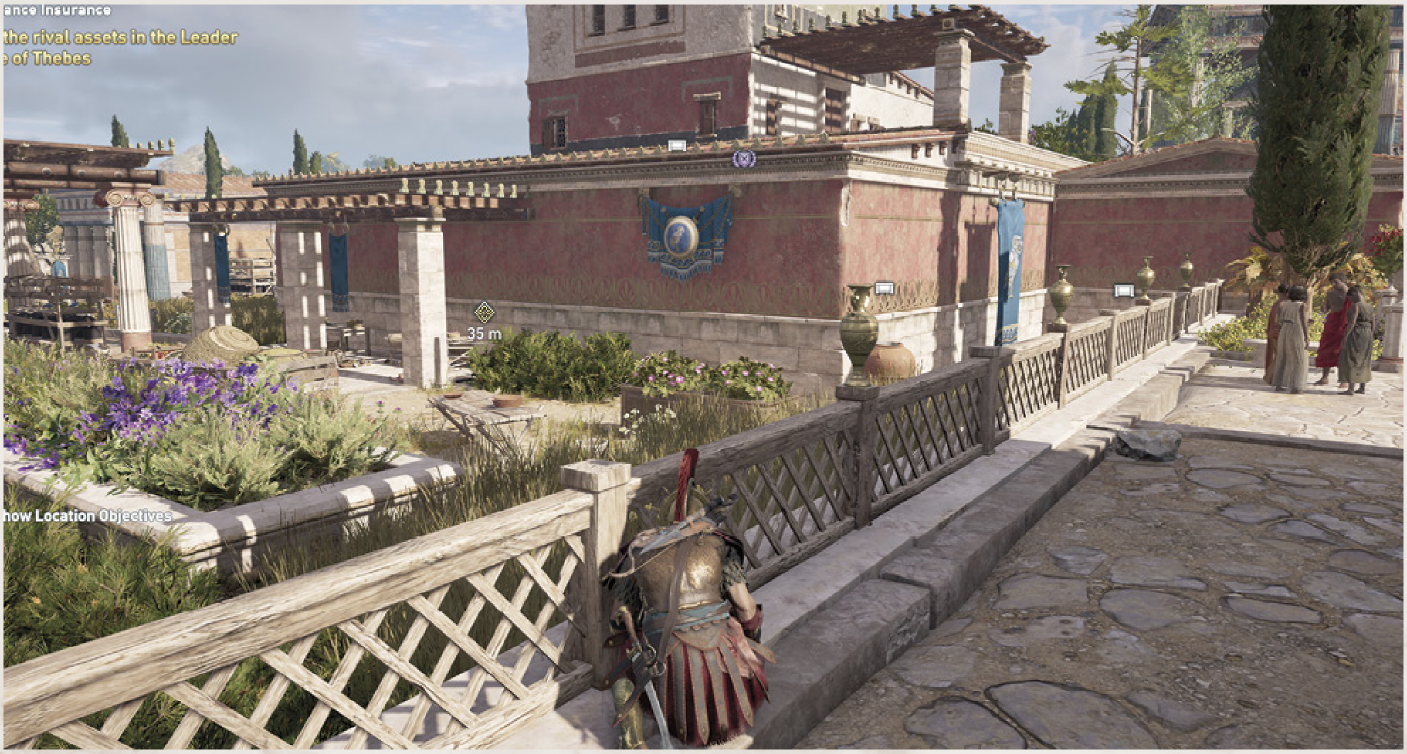
UNLOCKS: *Too Much of a Good Thing*

LOCATION: Thebes in Cursed Land of Oedipous, Boeotia

REWARD: Medium drachmae, rare waist armor (Healer's Sash), medium XP

STORY: Hippokrates was treating a slowly dying patient when you found him. The man is worried about his young son's future and asks you to help.

Find Hippokrates on the southwest side of Thebes and talk to him to receive a request from his patient, Pentheus. He asks that you steal rival assets from the Leader House of Thebes to the north. Use Ikaros to mark the guards, as well as the locations of the **family assets** inside the main house. All three treasure chests must be looted to find all of the quest items. One chest is on the second floor, while the other two are downstairs. Return to Pentheus and talk to him.



TOO MUCH OF A GOOD THING

RECOMMENDED LEVEL: 34

QUEST GIVER: Hippokrates

PREREQUISITE: Complete *Inheritance Insurance*

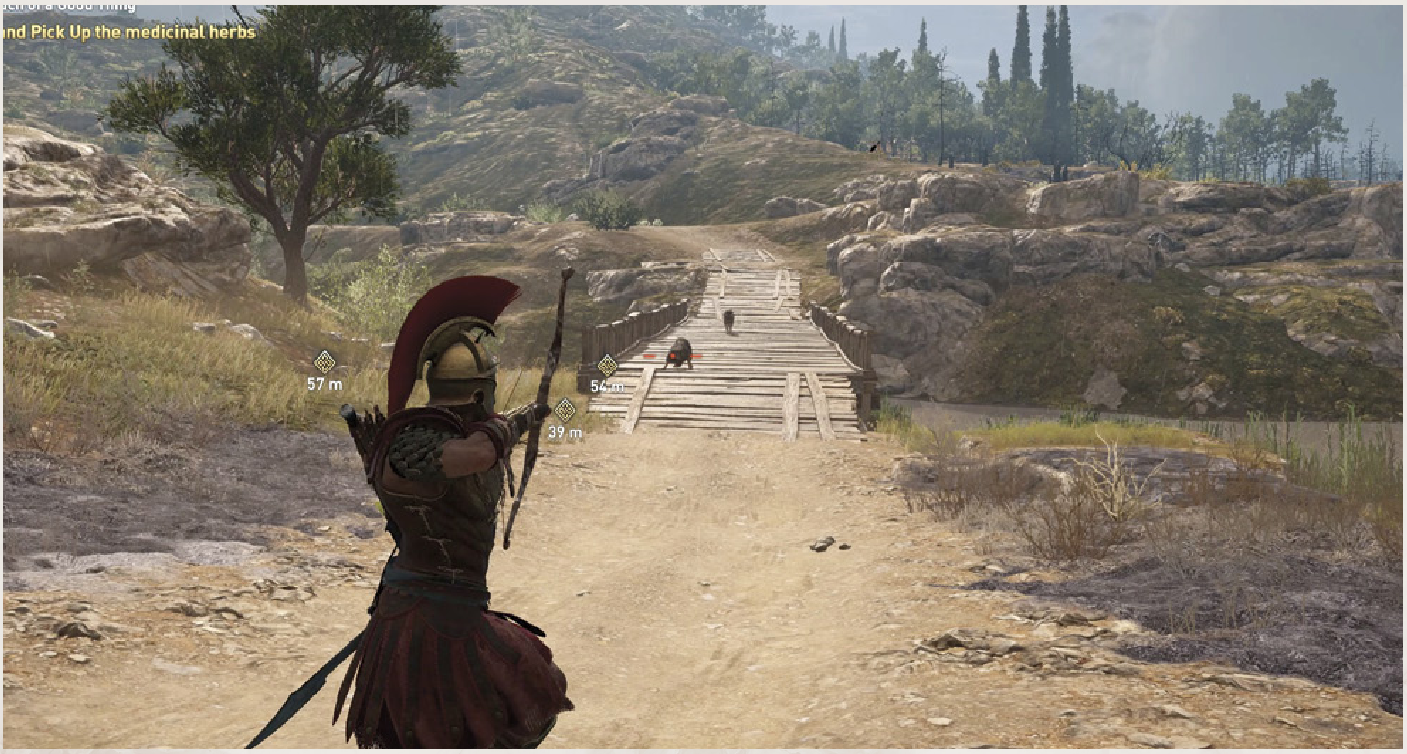
UNLOCKS: N/A

LOCATION: Thebes in Cursed Land of Oedipous, Boeotia

REWARD: Rare head armor (Physician's Helmet), medium XP

STORY: Pentheus's mind is at peace, but he still suffers in life. Hippokrates knows of a way to ease his pain, but too much could be fatal.

Hippokrates asks that you find and pick up medicinal herbs in the northern Ruins of Plataia. Look for a bridge on the north side of the region; three plants are found nearby. Kill the wolves in the area and collect the plants that grow next to the creek. Return to Hippokrates. You are given the option to administer a lethal dose of medicine to the dying patient or keep him alive.



Kleon

For the People

FOR THE PEOPLE

RECOMMENDED LEVEL: 16

QUEST GIVER: Kleon

PREREQUISITE: Complete *Welcome to Athens*

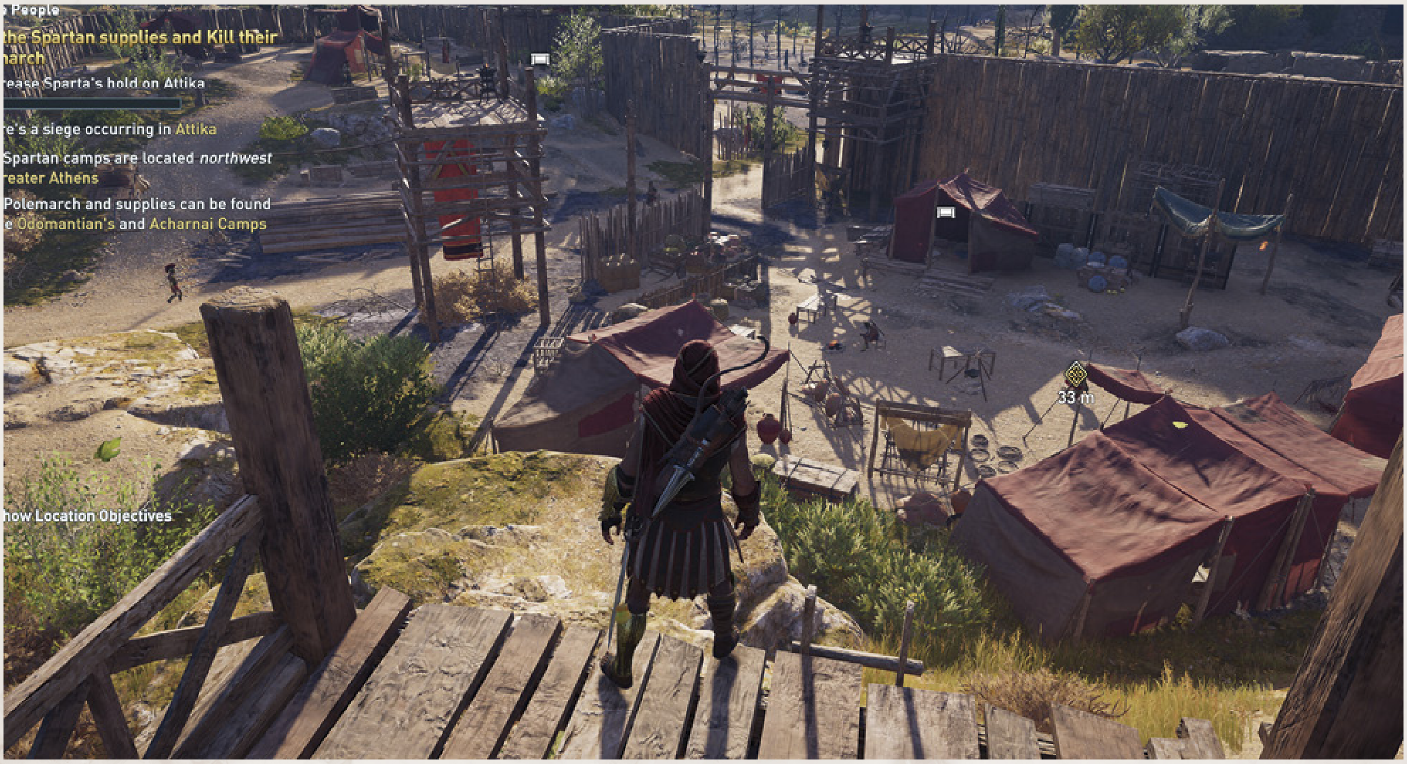
UNLOCKS: *He Who Stops*

LOCATION: Pnyx in Greater Athens, Attika

REWARD: Medium drachmae, rare head armor (Commander's Helmet), medium XP

STORY: Kleon, a political rival of Perikles, sees the plight of his people in Athens and asks you to help strike back against the Spartans outside their walls.

On the south side of Athens, Kleon and Perikles hold a political debate. Afterward, talk to Kleon. He asks that you burn Spartan supplies and kill their polemarch. Visit two camps, Odomantian's Camp and Archamai Camp, northwest of Greater Athens, to find the supplies and polemarch. Survey the camps to mark the soldiers, Spartan supplies, and treasures. You can sneak through the camps and complete these objectives with minimal disturbance. Or, you can wipe out both camps entirely with stealth kills, which results in more loot and XP. After your objectives are complete, kill the commander at the eastern camp and loot a letter off his corpse. Return to Kleon to complete the quest.



People

the Spartan supplies and Kill their
arch

ease Sparta's hold on Attika

e's a siege occurring in Attika

Spartan camps are located *northwest*
reater Athens

Polemarch and supplies can be found
e Odomantian's and Acharnai Camps

how Location Objectives

HE WHO STOPS

RECOMMENDED LEVEL: 16

QUEST GIVER: **Kleon**

PREREQUISITE: Complete ***For the People***

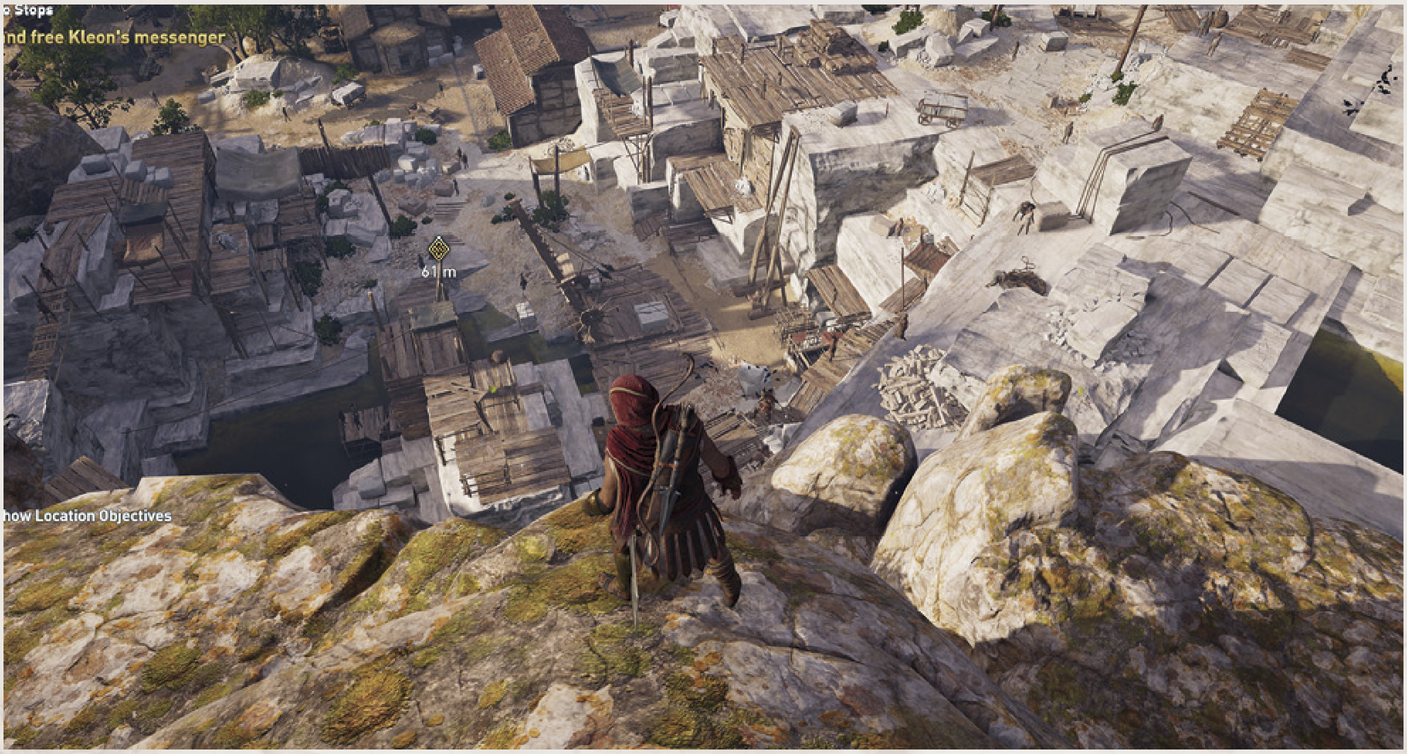
UNLOCKS: ***The Liberator***

LOCATION: Athens in Greater Athens, **Attika**

REWARD: High drachmae, rare legs armor (Messenger's Boots), high XP

STORY: One of **Kleon**'s agents was captured by the Spartans. You agree to free him and escort him to his destination, a ship waiting off the coast of **Attika**.

Kleon wants you to find and free his messenger, Hermos. He is being held in the Mt. Pentelikos Marble Quarry in the center of the Scarred Mountains of Pentelikos. Find the well-fortified quarry northeast of Athens. Make your way around the upper ledges, killing any guards you can find, before interacting with the hanging body in the middle of the quarry. This leads directly to *the Liberator* quest.



The Liberator

RECOMMENDED LEVEL: 16

QUEST GIVER: N/A

PREREQUISITE: Complete *He Who Stops*

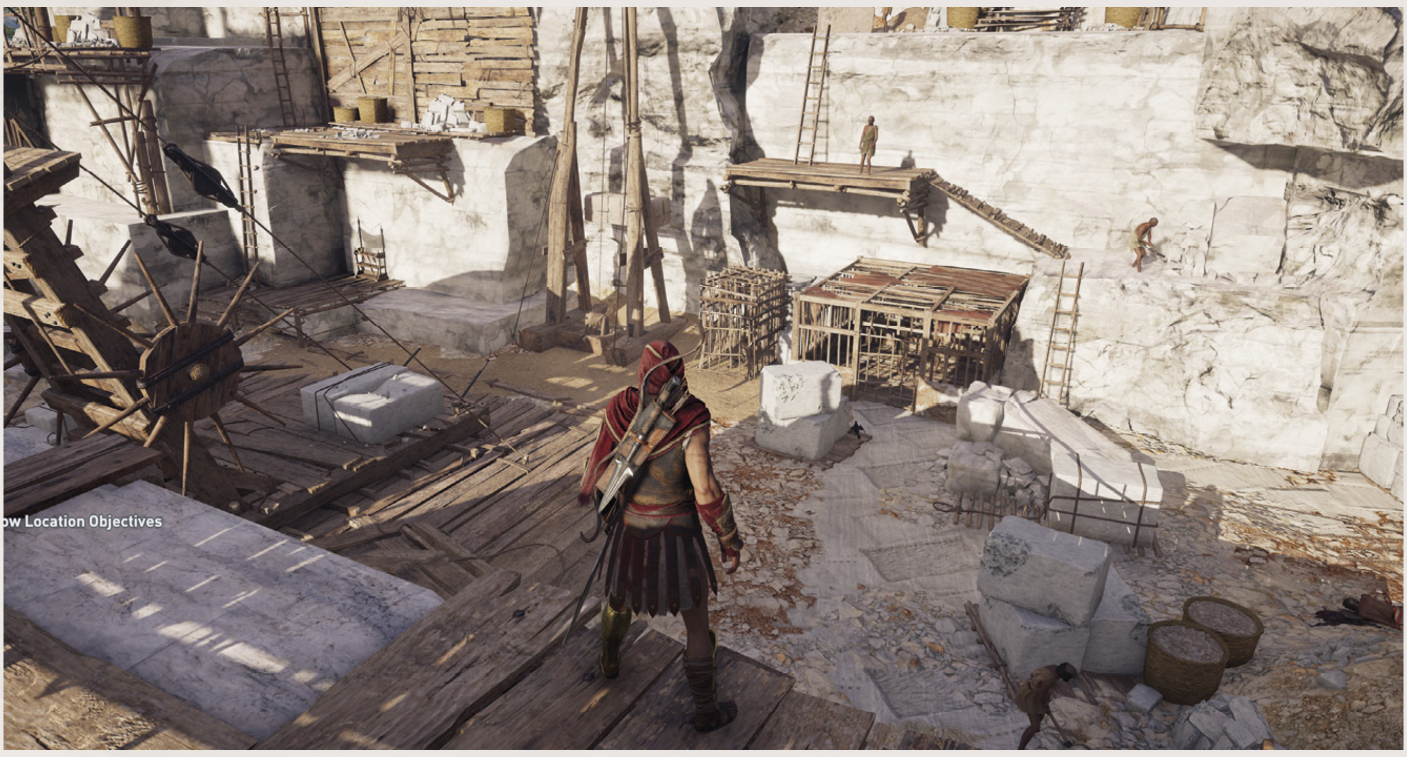
UNLOCKS: N/A

LOCATION: Mt. Pentelikos Marble Quarry in Scarred Mountains of Pentelikos, Attika

REWARD: High drachmae, rare head armor (Politician's Helmet), medium or high XP

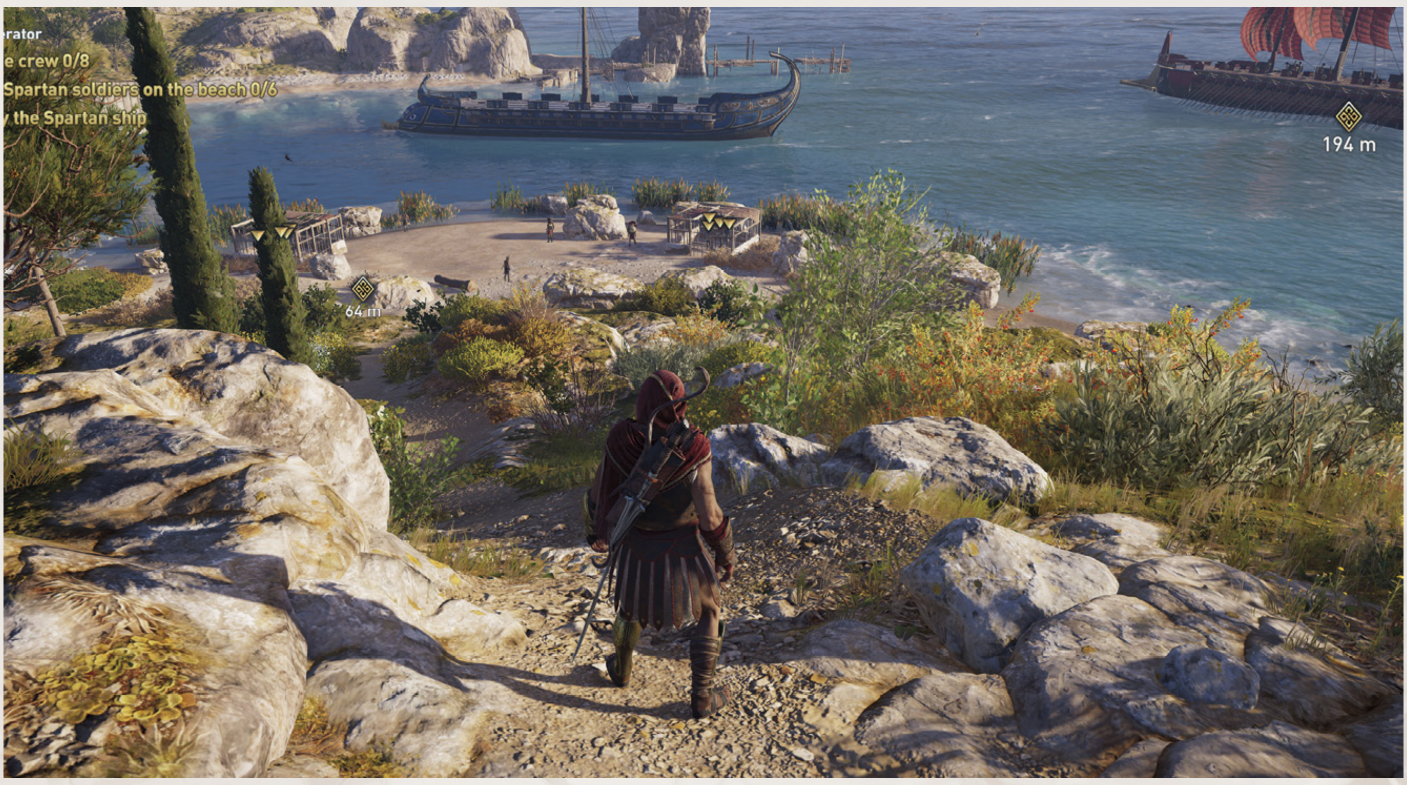
STORY: The freed prisoner begs you for help, claiming he is on urgent business for Athens and needs to reach his ship safely. You agree to aid his return.

The messenger may be dead, but you can still free the captain. There are a few prisoners in cages along the lower, west wall of the quarry. The captain is in the single cage on the left. Clear out the enemies before freeing him for an easier exit. Once ready to do so, you must carry him out. You have the option to leave him just outside of the quarry or carry him north to the southeast coastline of Abandoned Farmlands.



If you go the full distance, you spot his crew down on the beach. Set the captain down and sneak down to the bushes. Watch out for a possible lion in the area. There are eight locked-up crew members guarded by six Spartan soldiers. Pull the guards out to the bushes, one at a time, and stealthily kill each one. With the beach cleared, unlock the two cages.

Next, you must destroy the Spartan heavy trireme that is parked just off the coast. Run north to the ship dock and call the Adrestia. Take down the ship and then return to the captain. Talk to Kleon to complete the quest.



Kyra

Kyra with a Cause

KYRA WITH A CAUSE

RECOMMENDED LEVEL: 26

QUEST GIVER: Kyra

PREREQUISITE: Complete *Trouble in Paradise* and side with Kyra (available later if you side with Thaletas)

UNLOCKS: *Bleeding Hearts* and *Stolen Money*

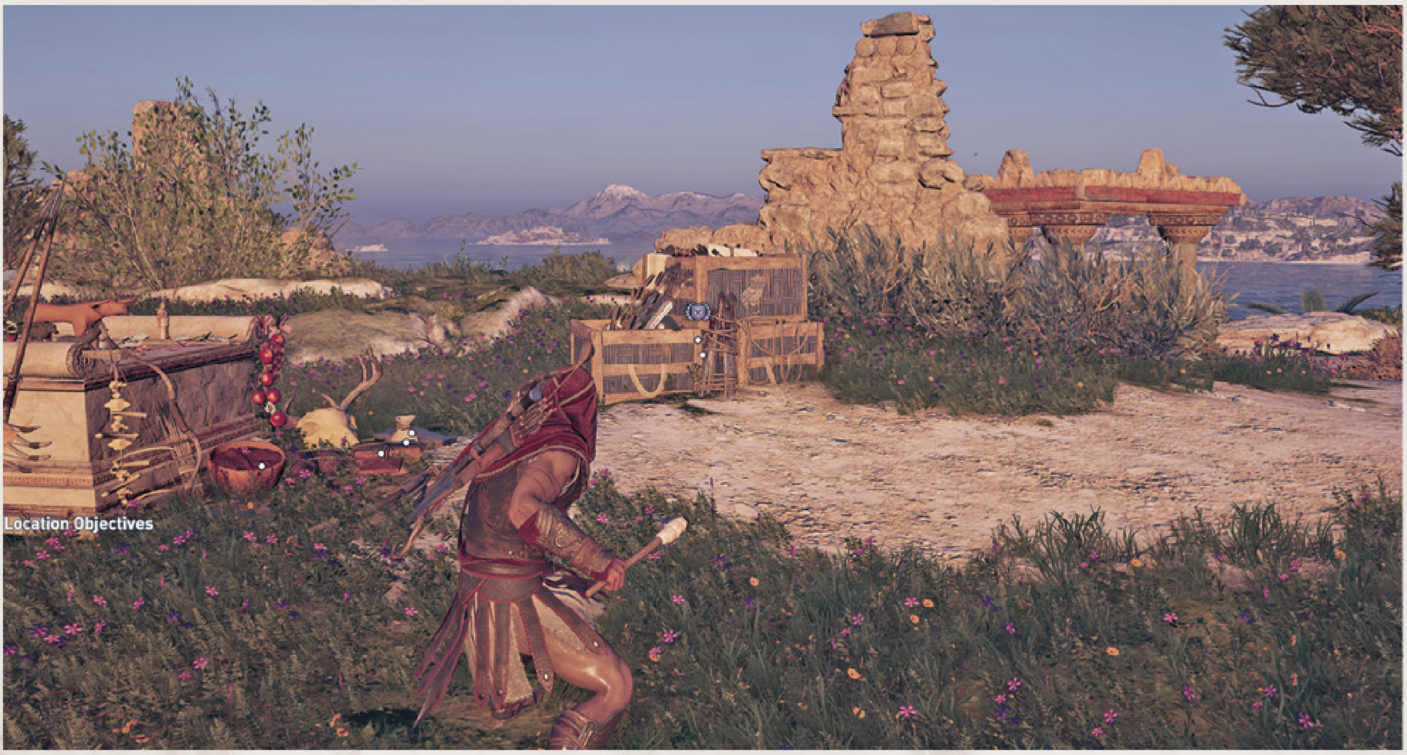
LOCATION: Temple of Artemis in Mykonos City, Mykonos island

REWARD: High drachmae, medium XP

STORY: Kyra once asked you if you were Athena in disguise. The strategy goddess must have smiled when you proposed destroying the Athenian war supplies on Delos to weaken Podarkes's soldiers.

If you selected Kyra during Trouble in Paradise, this quest is immediately available. Otherwise, you must complete The Thaletas Way first. Note that this quest is classified as a support quest for the rebel missions, but it is a Kyraquest.

Talk to Kyra near the Temple of Artemis in Mykonos City. The plan is to burn four Athenian war supplies. Head to Kynthos Ruins in southwest Sacred Lands of Artemis on Deos island. Use Ikaros to mark the four piles of war supplies, along with soldiers and treasure. Destroy weapon racks to further lower the nation power. Return to Kyra once the mission is complete.



Kyra

Bleeding Hearts and Stolen Money

BLEEDING HEARTS AND STOLEN MONEY

RECOMMENDED LEVEL: 26

QUEST GIVER: Kyra

PREREQUISITE: Complete *Kyra with a Cause*

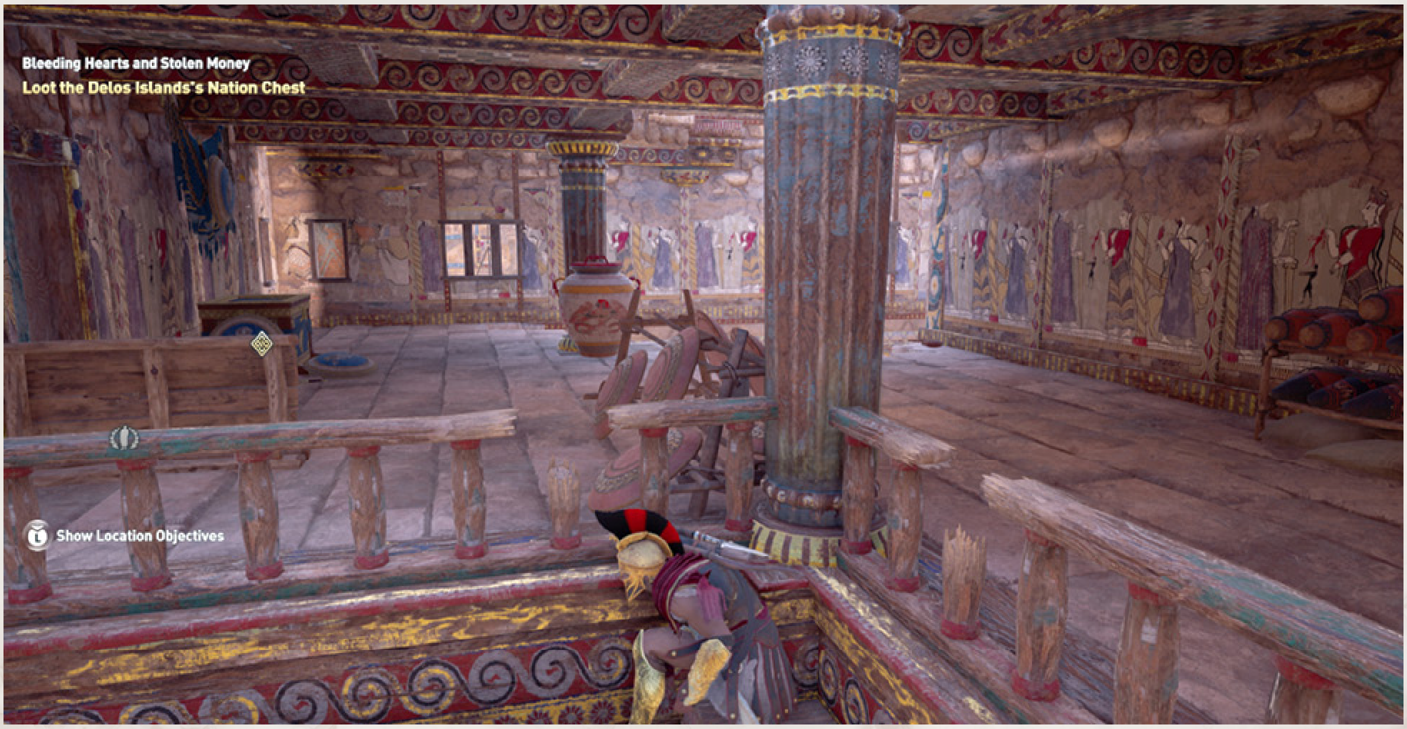
UNLOCKS: *Goddess of the Hunt*

LOCATION: Just outside Porphyrion Cave in Tavern Point, Mykonos Island

REWARD: High drachmae, medium XP

STORY: With Podarkes's guards weakened, the time has come to strike him where it hurts most: his purse. All you have to do is infiltrate a military fort and steal the heart of the nation.

Kyra's plan has you looting the Delos Islands's nation chest at Miltiades Fort in Tavern Point. This will significantly weaken the nation power. The chest is located in a building near the center of the fort. Survey the area and mark the soldier locations. A cave southwest of the fort leads to the objective's building, one floor below. From there, carefully climb up the pillars to the next floor, as soldiers may stand guard. Quickly loot the chest and escape the area. Optionally, you can loot a jar of wine at the back of the camp where the crates are located to score romance points with Kyra. Find and talk to Kyra east of the fort.


Bleeding Hearts and Stolen Money
Loot the Delos Islands's Nation Chest
Show Location Objectives

Kyra

Goddess of the Hunt

GODDESS OF THE HUNT

RECOMMENDED LEVEL: 25

QUEST GIVER: Praxos

PREREQUISITE: Complete *Bleeding Hearts* and *Stolen Money*

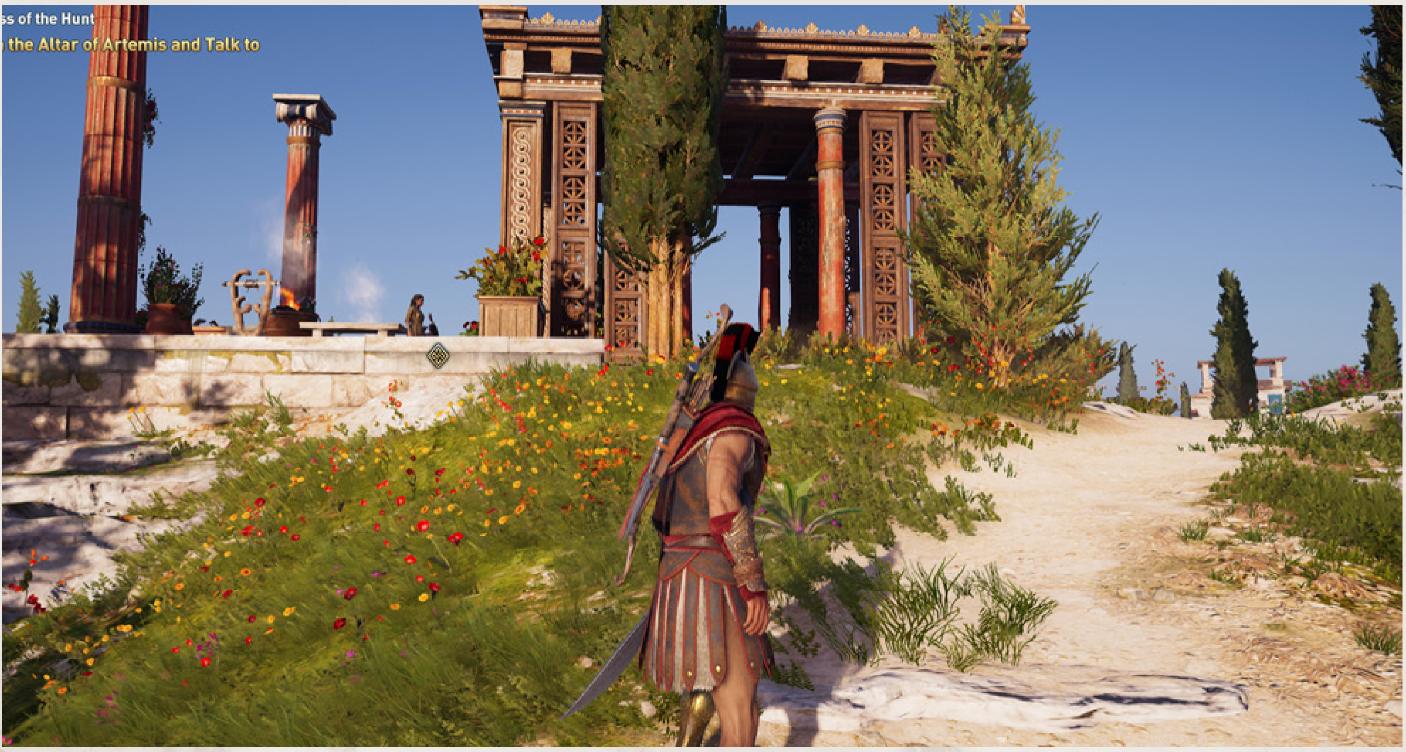
UNLOCKS: N/A

LOCATION: Just outside Porphyrion Cave in Tavern Point, Mykonos Island

REWARD: Medium XP

STORY: Nothing gets Kyra's blood pumping like the thrill of a hunt—and you. To see if the misthios is as good with the bow as with words, Kyra invites you on a little hunting expedition.

Praxos, who stands just outside the eastern entrance to Porphyrion Cave, informs you that Kyra wishes for you to join her hunting. Meet her at the Altar of Artemis. Run to the hunting grounds northeast of Mykonos City. Stay close to Kyra in case any unwanted visitors interrupt the hunt; Athenian soldiers may need to be dealt with. At the Eradication Area, kill three ibexes, keeping an eye out for wolves who may have the same idea. Note that ibex kills only count after you have reached the Eradication Area. After the hunt, if your romance level is high enough with Kyra, you can join her at the beach northeast of Miltiades Fort. There are still opportunities to get out of the romance, which has an impact on the quest *A Night to Remember*. So consider your choices. If you have not romanced Kyra enough, the quest ends just after the hunt.



MINOTOUR DE FORCE

RECOMMENDED LEVEL: 26

QUEST GIVER: Leiandros

PREREQUISITE: Complete Episode 3

UNLOCKS: *Cashing in on the Cow*

LOCATION: Northside Lato in Minotaur Hills, Pephka

REWARD: N/A

STORY: In order to battle the Minotaur and win the Prize of Pephka, you are told that you first have to endure certain suspicious-sounding "pre-trials."

Leiandros informs you that the Pre-Trials of Accuracy, Strength, and Endurance must be completed to battle the Minotaur. This quest is completed once all three are done.

THE PRE-TRIAL OF ACCURACY

RECOMMENDED LEVEL: 26

QUEST GIVER: Leiandros

PREREQUISITE: Begin *Minotour de Force*

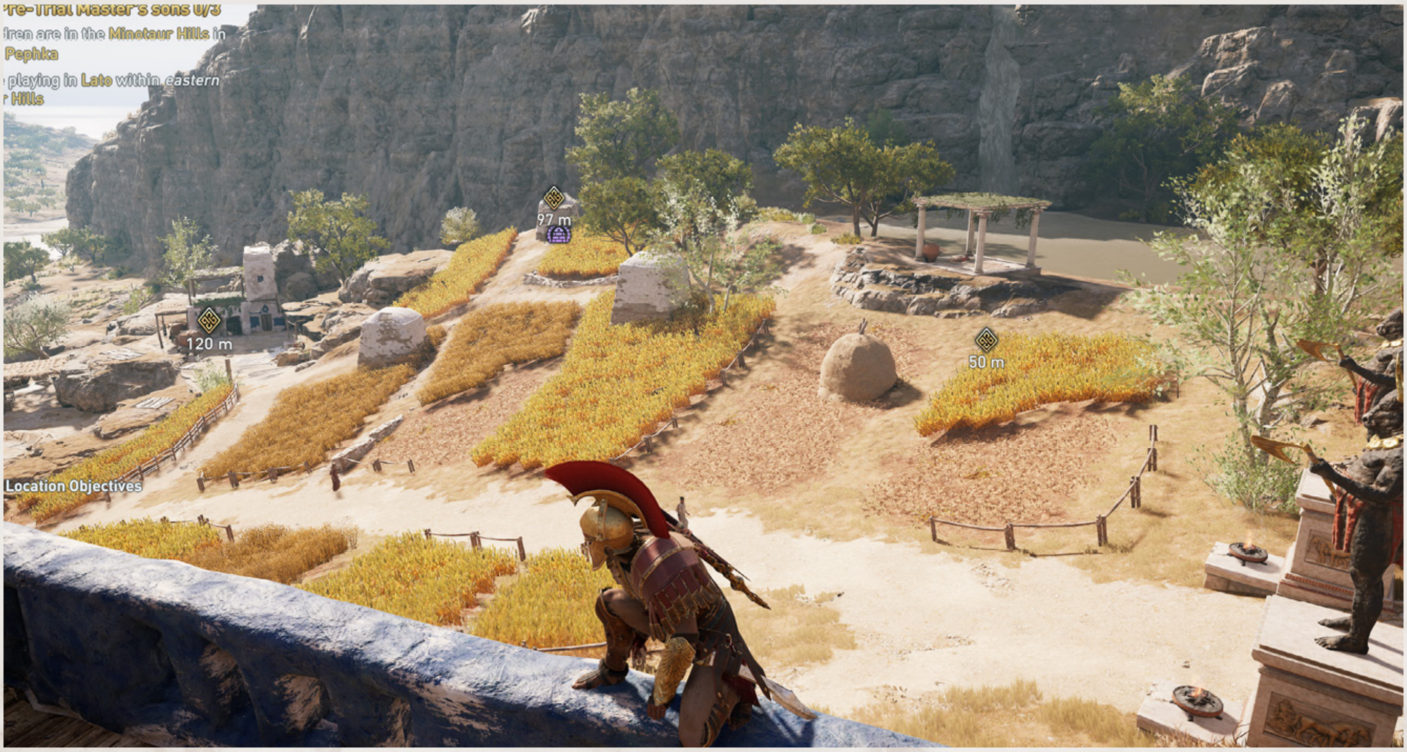
UNLOCKS: N/A

LOCATION: Lato's Warrior's Archery Range in Minotaur Hills, Pephka

REWARD: Low XP

STORY: You have to prove how accurate you can be in the Pre-Trial of Accuracy.

Talk to the Pre-Trial Master of Accuracy at the Warrior's Archery Range. He needs you to find his three sons in eastern Minotaur Hills. Use Ikaros to locate the three sons in the nearby fields. One is inside the far building (bust through the blockage), another is in the nearby grass, and a third is atop a platform against the far silo. Watch out for boars in the area. Pick them off from above with your bow or slice them up in melee combat. Talk with all three boys to send them back to their father. You cannot be in combat and talk to them, so kill any pursuing boars before doing so. Return to the Pre-Trial Master of Accuracy for your **Token of Accuracy.**


re-Trial Master's sons 0/3
ren are in the Minotaur Hills in
Pephka
playing in Lato within eastern
Hills
97 m
120 m
50 m
Location Objectives

THE PRE-TRIAL OF ENDURANCE

RECOMMENDED LEVEL: 26

QUEST GIVER: Leiandros

PREREQUISITE: Begin *Minotour de Force*

UNLOCKS: *N/A*

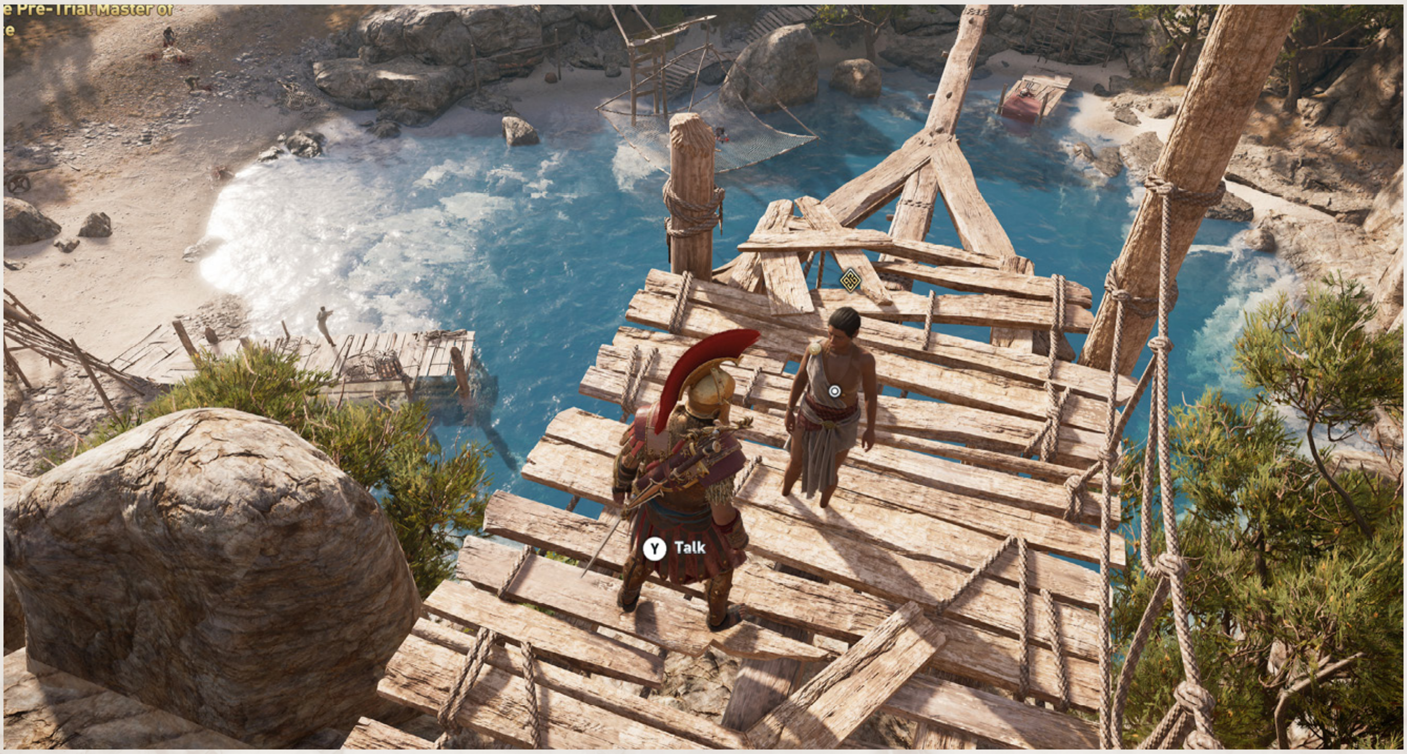
LOCATION: Lato's Cave of Wealth in Minotaur Hills, Pephka

REWARD: Low XP

STORY: You have to endure the Pre-Trial of Endurance.

Talk to the Pre-Trial Master of Endurance at the Cave of Wealth. You can spend 1,500 drachmae to get the token or participate in the pre-trial. If you choose the latter, it is not necessary to talk to the Pre-Trial Master. Just go straight for the token.

Reach the entrance of the Cave of Wealth. There are three sharks in the waters, but they can be avoided by swimming and lunging straight for the cave. Or, pick them off before entering. This is a long swim in and out of the cave, so be sure to not spend too much time before resurfacing. Follow the tunnel until you find the chest and loot the **Token of Endurance.**



Leiandros

The Pre-Trial of Strength

THE PRE-TRIAL OF STRENGTH

RECOMMENDED LEVEL: 26

QUEST GIVER: Leiandros

PREREQUISITE: Begin *Minotour de Force*

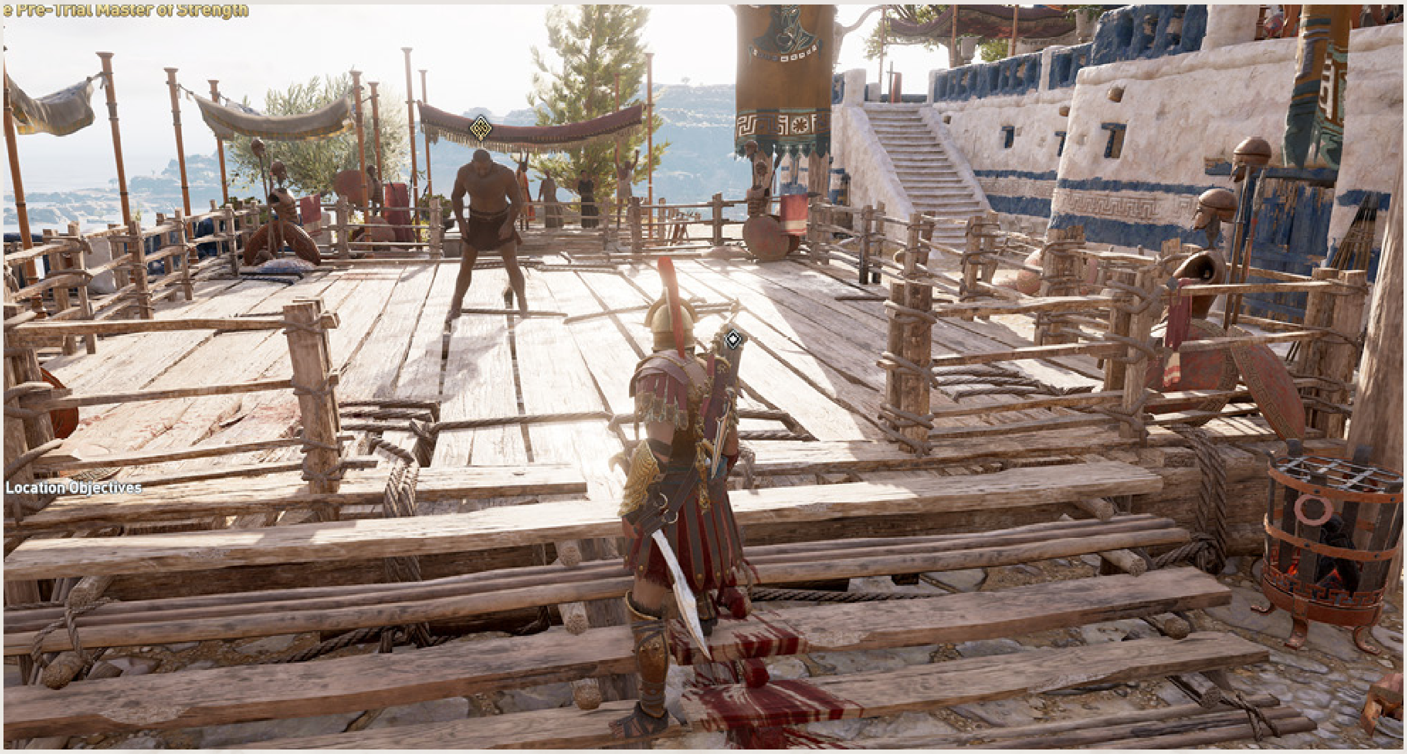
UNLOCKS: N/A

LOCATION: Lato's Warrior's Battleground in Minotaur Hills, Pephka

REWARD: Low XP

STORY: You have to prove your might in the Pre-Trial of Strength. The brute you have to compete against will not let you off easy.

Talk to the Pre-Trial Master of Strength at the Warrior's Battleground. You can purchase a token for 1,500 drachmae or fight the brute. Defeat and then talk to the brute to get your **Token of Strength.**



Cashing in on the Cow

RECOMMENDED LEVEL: 26

QUEST GIVER: **Leiandros**

PREREQUISITE: Complete ***Minotour de Force***

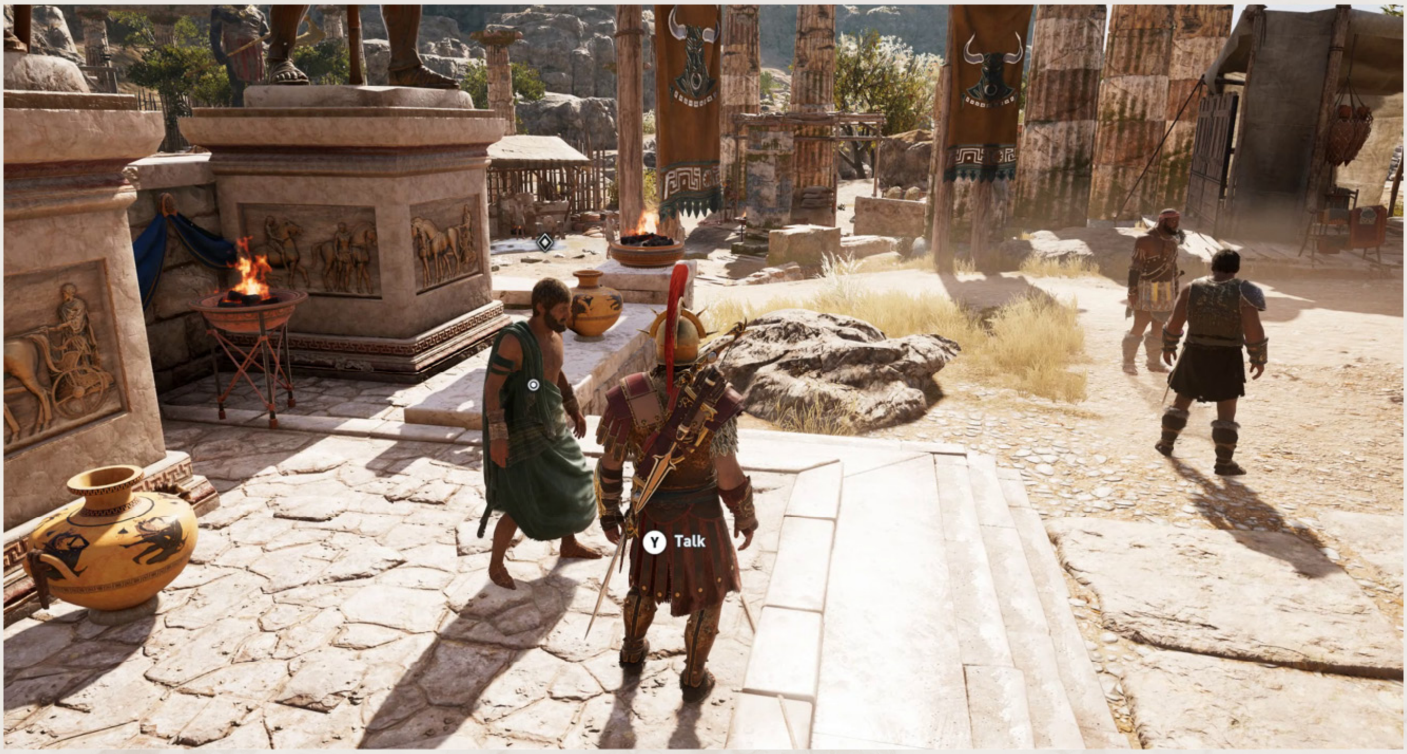
UNLOCKS: ***What Lies Below the Surface***

LOCATION: Warrior's Rest on Dikte Plateau, Pephka

REWARD: Medium XP

STORY: After you have collected all of Leiandros's "pre-trial" tokens, you are determined to return and flight the Minotaur to win the Prize of Pephka.

After collecting the three tokens, return them to Leiandros at Warrior's Rest in Dikte Plateau. Leiandros graciously offers you the chance to buy the tokens back from him for 1,200 drachmae.



WHAT LIES BELOW THE SURFACE

RECOMMENDED LEVEL: 27

QUEST GIVER: **Leiandros**

PREREQUISITE: Complete ***Cashing In on the Cow***

UNLOCKS: ***No More Bull***

LOCATION: Warrior's Rest on Dikte Plateau, **Pephka**

REWARD: Rare torso armor (Minotaur Torso), rare mace (Minotaur Mace), medium XP

STORY: You team up with two warrior brothers and venture deep into the caves of **Pephka** to finally confront the dreaded Minotaur and win **Leiandros**'s much-vaunted Prize of **Pephka**.

Find and talk to the warriors to the east and find out more about the Minotaur's location. Hop on the nearby horse and ride with them to the Cave of the Brave. Follow the cave around to the left and down to the lower level, where snakes greet your arrival. Continue ahead to find the "minotaur." The two brutes and a light soldier ambush you, so kill them. Talk to the "minotaur."

NO MORE BULL

RECOMMENDED LEVEL: 27

QUEST GIVER: Leiandros

PREREQUISITE: Complete ***What Lies Below the Surface***

UNLOCKS: N/A

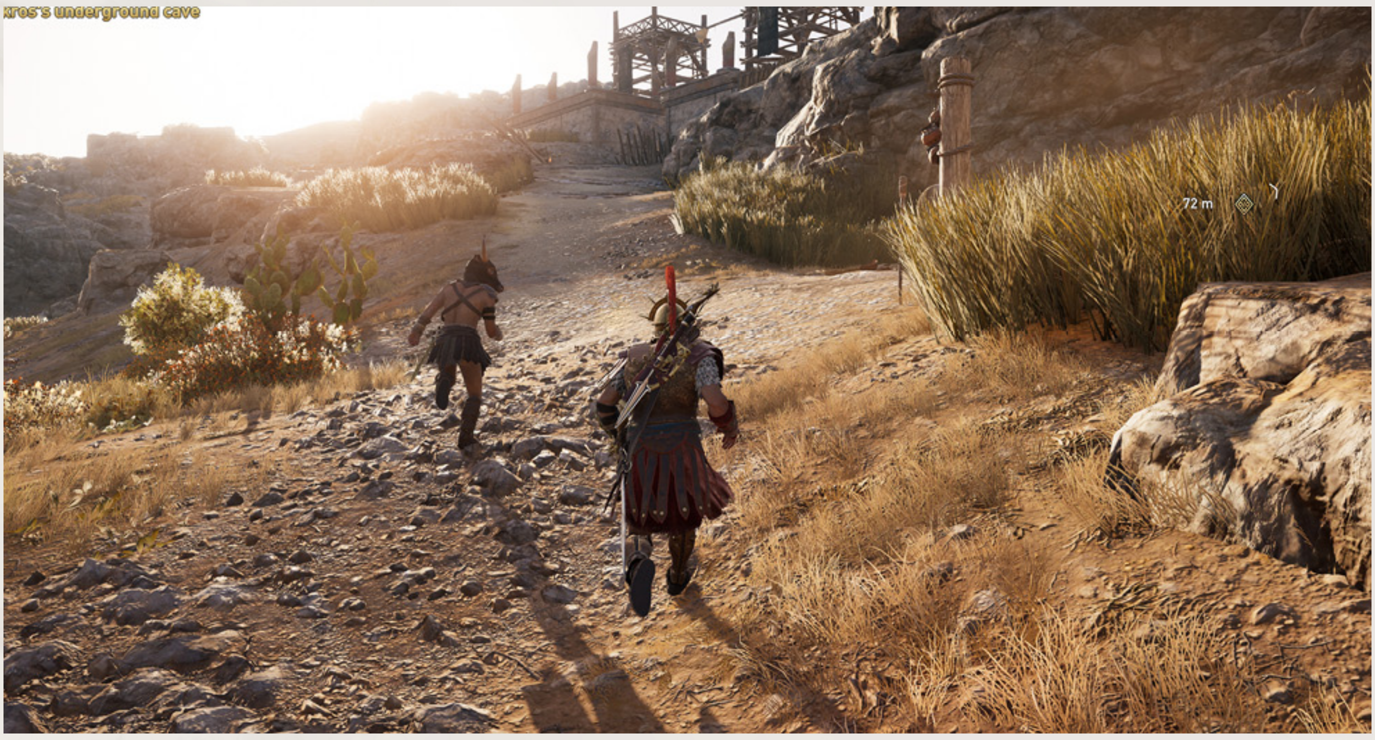
LOCATION: Warrior's Rest on Dikte Plateau, **Pephka**

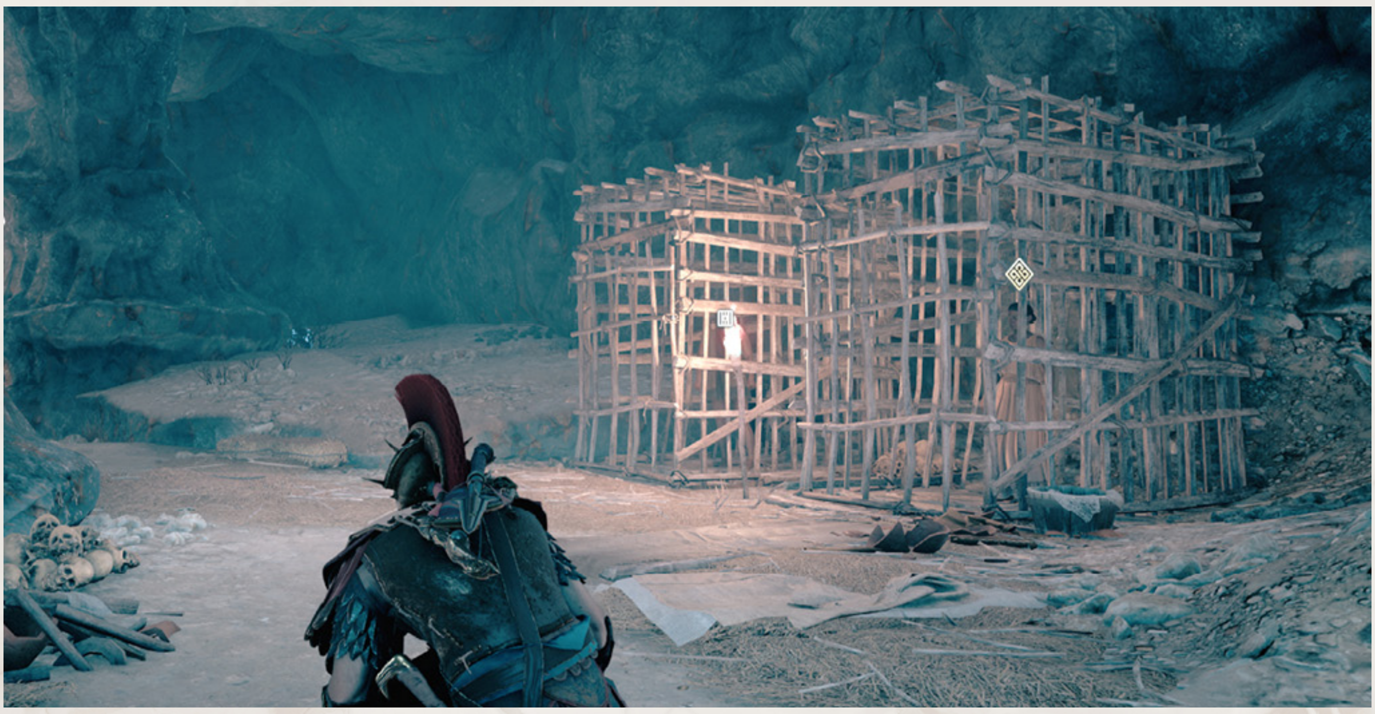
REWARD: High drachmae, epic head armor (Minotaur Helm), high XP

STORY: **Though you discovered the Minotaur to be nothing but Leiandros in an ill-fitting, poorly made mask, you agree to save his daughter, who's been kidnapped by the cult.**

Meet and talk to Leiandros at Zakros, to the east. Talk to him and choose between a stealthy approach and charging through the front. If charge is chosen, he runs straight through the front gate and causes a decent distraction. Mark the enemies in the area, as well as entrances to Zakros's underground cave on the east and west side. Amara is locked up underground in a cage near either one of these entrances. You can climb the cliffs on the right and dive into the water to find the cave. Then, follow the cave to find and release her. Then you must protect her as she attempts to reach the front gate. This is a risky approach. It is best to take out as many of the soldiers as possible before releasing the prisoner. Work your way around the outside stealthily, then move to the interior and finally descend to the cave.

After exiting the camp, Amara flees west down the road. When she stops, speak to her to complete the quest and receive a **cultist clue**.





HELPING A HEALER

RECOMMENDED LEVEL: 10

QUEST GIVER: Lykaon

PREREQUISITE: Episode 3

UNLOCKS: ***Sins of the Past***

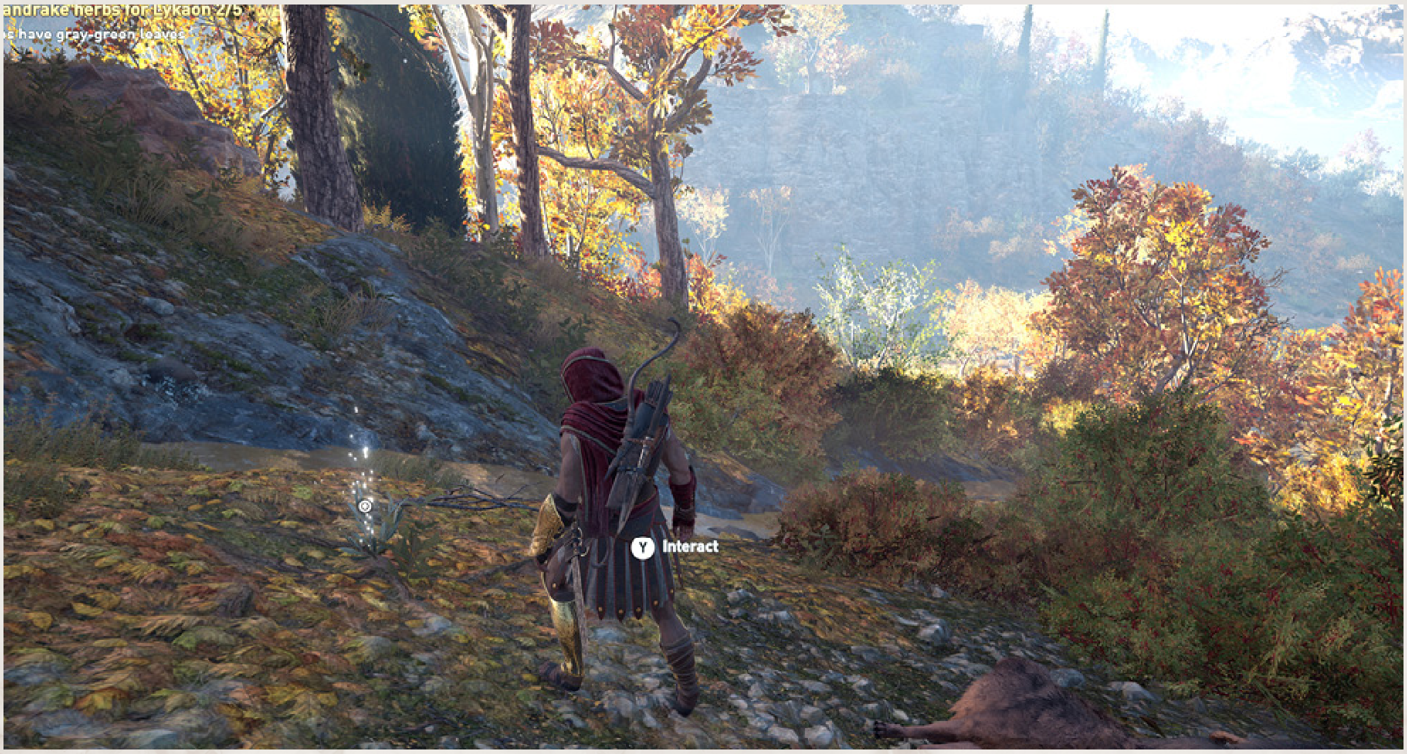
LOCATION: Chora of Delphi in Sacred Lands of Apollo, Phokis

REWARD: Low drachmae, rare arms armor (Herbalist Gloves), medium XP

STORY: The people of Phokis praise Lykaon as a kind-hearted physician. But perhaps he is the one who truly needs healing.

Lykaon needs you to gather five mandrake herbs. The herbs have gray-green leaves and are found in the woods southeast of Chora of Delphi. Wolves roam this area, so stay alert. Return to Lykaon with the herbs.

Next, deliver the herbs to three of his patients around Chora of Delphi. One is northeast next to a scaffold, another is just east of the blacksmith, while another works in the field to the southwest. Return to Lykaon after making the deliveries. The next quest begins immediately if you accept.



Lykaon

Sins of the Past

SINS OF THE PAST

RECOMMENDED LEVEL: 10

QUEST GIVER: Lykaon

PREREQUISITE: Complete *Helping a Healer*

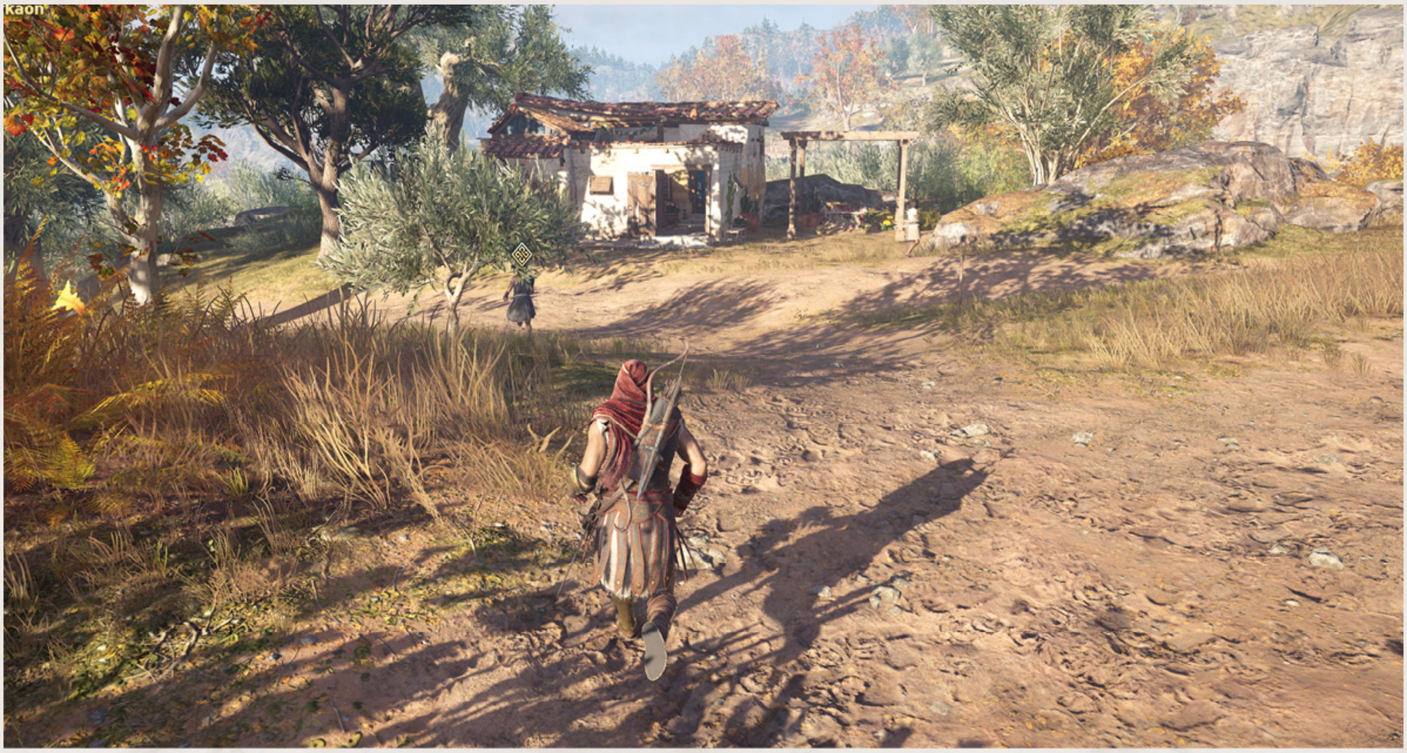
UNLOCKS: *The Unkindest Cut*

LOCATION: Chora of Delphi in Sacred Lands of Apollo, Phokis

REWARD: Medium drachmae, rare waist armor (Traveler's Pouches), medium XP

STORY: Lykaon requests that you accompany him on a visit to his grandmother. It does not seem to be an ordinary house call.

Follow Lykaon west down the road to Praxithea's house. When you arrive, investigate the bracelet inside the house and a burned contract just south of the house, then talk to the farmer outside. Talk to Lykaon.



THE UNKINDEST CUT

RECOMMENDED LEVEL: 10

QUEST GIVER: Lykaon

PREREQUISITE: Complete *Sins of the Past*

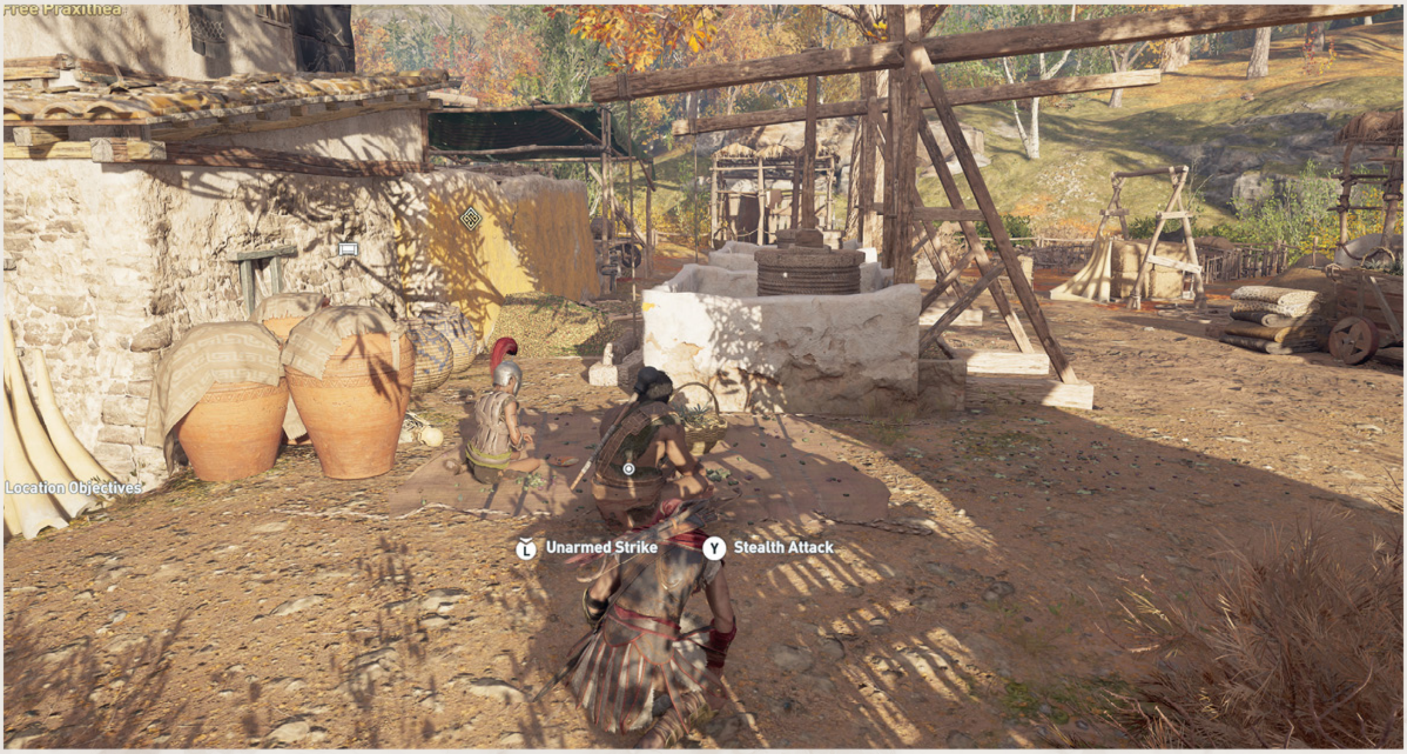
UNLOCKS: N/A

LOCATION: Farmhouse in Sacred Lands of Apollo, Phokis

REWARD: High drachmae, medium head armor (Helm of Prophecy), high XP

STORY: You begin your search for Lykaon's grandmother—kidnapping victim and holder of a terrible secret.

Next travel to the farmhouse in central Sacred Lands of Apollo. Use Ikaros to mark the four enemies and find Praxithea in a cage in the middle of the complex, next to the house. Take the guards out and free the grandmother. Follow her down the road and talk to her. You are given the choice to let Lykaon kill her, let her live, or kill her yourself.



Lysander

Ambition

AMBITION

RECOMMENDED LEVEL: 10

QUEST GIVER: Lysander

PREREQUISITE: Complete *The Wolf Hunt* (main quest)

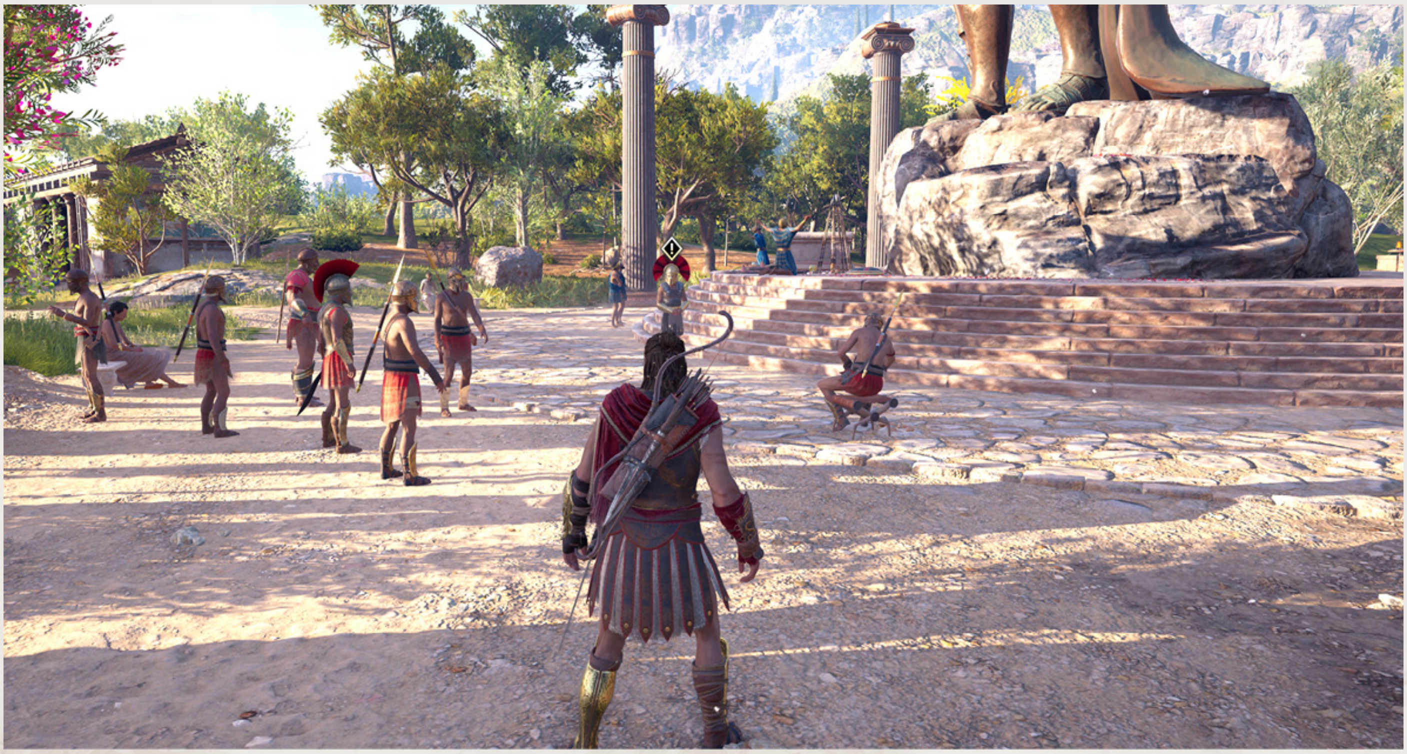
UNLOCKS: *Only Fools Want War*

LOCATION: Tomb of Leonidas in Sparta, Lakonia

REWARD: High drachmae, epic waist armor (Lysander's Belt), high XP

STORY: General Lysander wants the Athenian forts' polemarchs dead and their military seals as proof, for it is on those blood-stained marks that he will rise to power.

Lysander wants you to gather three Athenian seals. These are found on Athenian polemarchs located in Athenian forts and ports. Remember to loot the item after every polemarch you defeat. Demosthenes, located in Athens, has the equivalent set of quests for collecting Sparta seals.



Only Fools Want War

RECOMMENDED LEVEL: 15

QUEST GIVER: **Lysander**

PREREQUISITE: Complete ***Ambition***

UNLOCKS: ***Rise Through the Ranks***

LOCATION: Tomb of Leonidas in Sparta, Lakonia

REWARD: High drachmae, epic legs armor (Lysander's Boots), high XP

STORY: Considered ruthless, the much-feared General Lysander is not numb to the horror of war. His desire is to bring it to a quick end while ensuring that he will reap the benefits of victory.

Gather three more Athenian seals.

Lysander

Rise Through the Ranks

RISE THROUGH THE RANKS

RECOMMENDED LEVEL: 20

QUEST GIVER: Lysander

PREREQUISITE: Complete Only Fools Want War

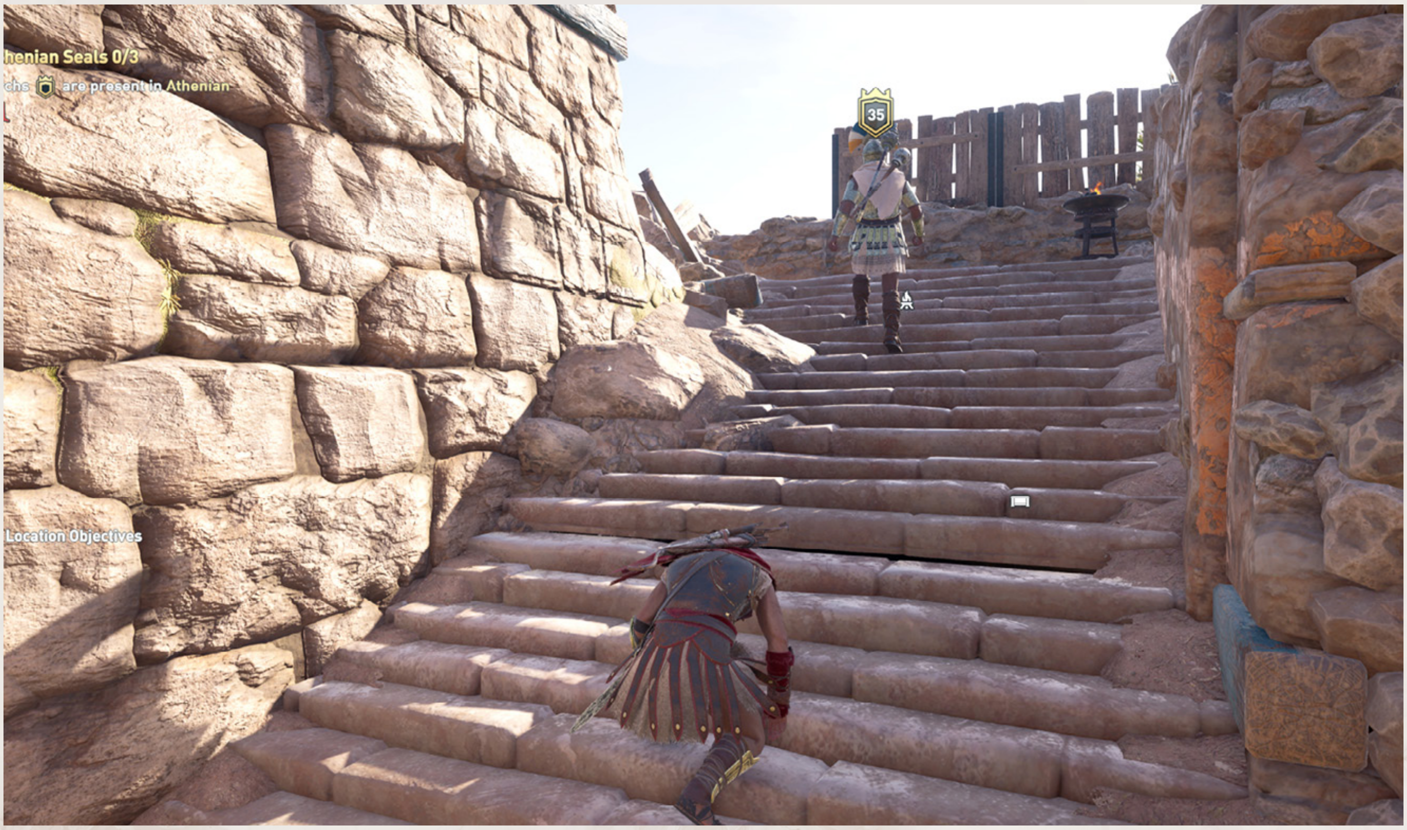
UNLOCKS: The Cost of War

LOCATION: Tomb of Leonidas in Sparta, Lakonia

REWARD: High drachmae, epic head armor (Lysander's Helmet), high XP

STORY: While many leaders are positioned for greatness by lineage, Lysander was not born into luxury. Humble origins stoked his fire, and also his bitterness.

Gather three more Athenian seals.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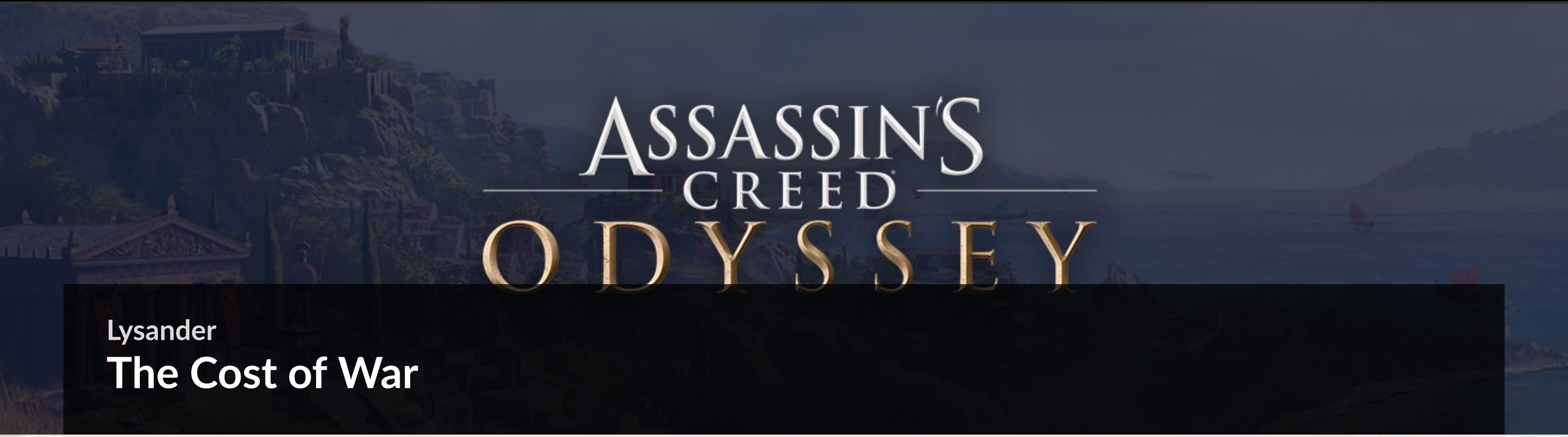
35
Location Objectives



The Cost of War

RECOMMENDED LEVEL: 25

QUEST GIVER: Lysander

PREREQUISITE: Complete *Rise Through the Ranks*

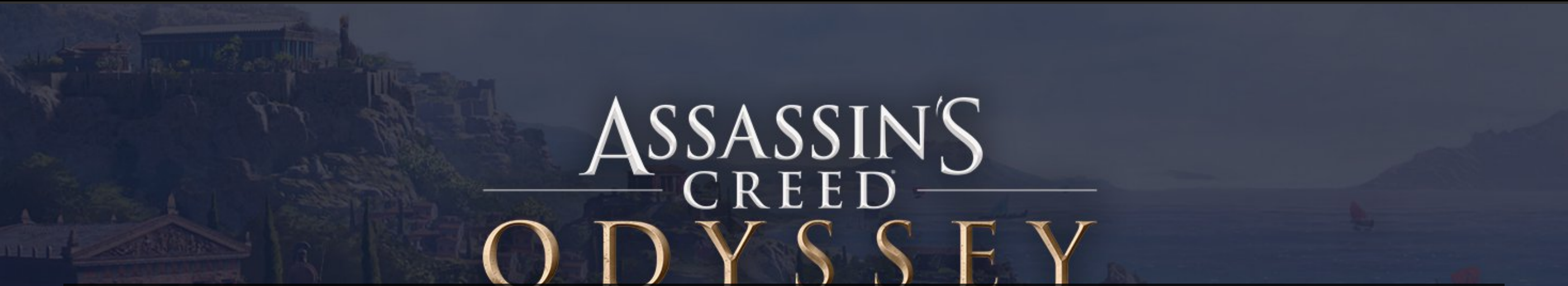
UNLOCKS: *Know Your Enemy*

LOCATION: Tomb of Leonidas in Sparta, Lakonia

REWARD: High drachmae, epic torso armor (Lysander's Chestplate), high XP

STORY: Lysander's ruthless disregard for enemies is more than tactics. It is a restless beast within him. The general only needs to hitch the demons to his chariot.

Gather three more Athenian seals.



Lysander

Know Your Enemy

Know Your Enemy

RECOMMENDED LEVEL: 30

QUEST GIVER: Lysander

PREREQUISITE: Complete *The Cost of War*

UNLOCKS: *Nemesis*

LOCATION: Tomb of Leonidas in Sparta, Lakonia

REWARD: High drachmae, epic torso armor (Lysander's Gloves), high XP

STORY: General Lysander always makes a careful study of his enemies. As we're all bound to our character, this skill, above all others, will promise him the upper hand.

Gather three more Athenian seals.

NEMESIS

RECOMMENDED LEVEL: 35

QUEST GIVER: Lysander

PREREQUISITE: Complete *Know Your Enemy* and *Last Request*, and do not accept *The Final Battle*

UNLOCKS: N/A

LOCATION: Tomb of Leonidas in Sparta, Lakonia

REWARD: Legendary spear (Athena's Spear), high drachmae, high XP

STORY: Polemarch Lysander looks across the battlefield. He can taste success in the air. He only needs to seize it. He demands you fight for Sparta in the big battle at Megaris.

You must complete Know Your Enemy and Demosthenes's Last Request quest. Now Lysander wants you to join and win the battle at Lakonia. Note that you can complete either this quest or *The Final Battle*. If you begin this quest and then accept *The Final Battle*, this quest is replaced in your log. Either quest rewards you with Athena's Spear when you defeat the other side.

OLD FRIENDS, OLD PROBLEMS

RECOMMENDED LEVEL: 27

QUEST GIVER: Markos

PREREQUISITE: Complete ***A Business Opportunity***

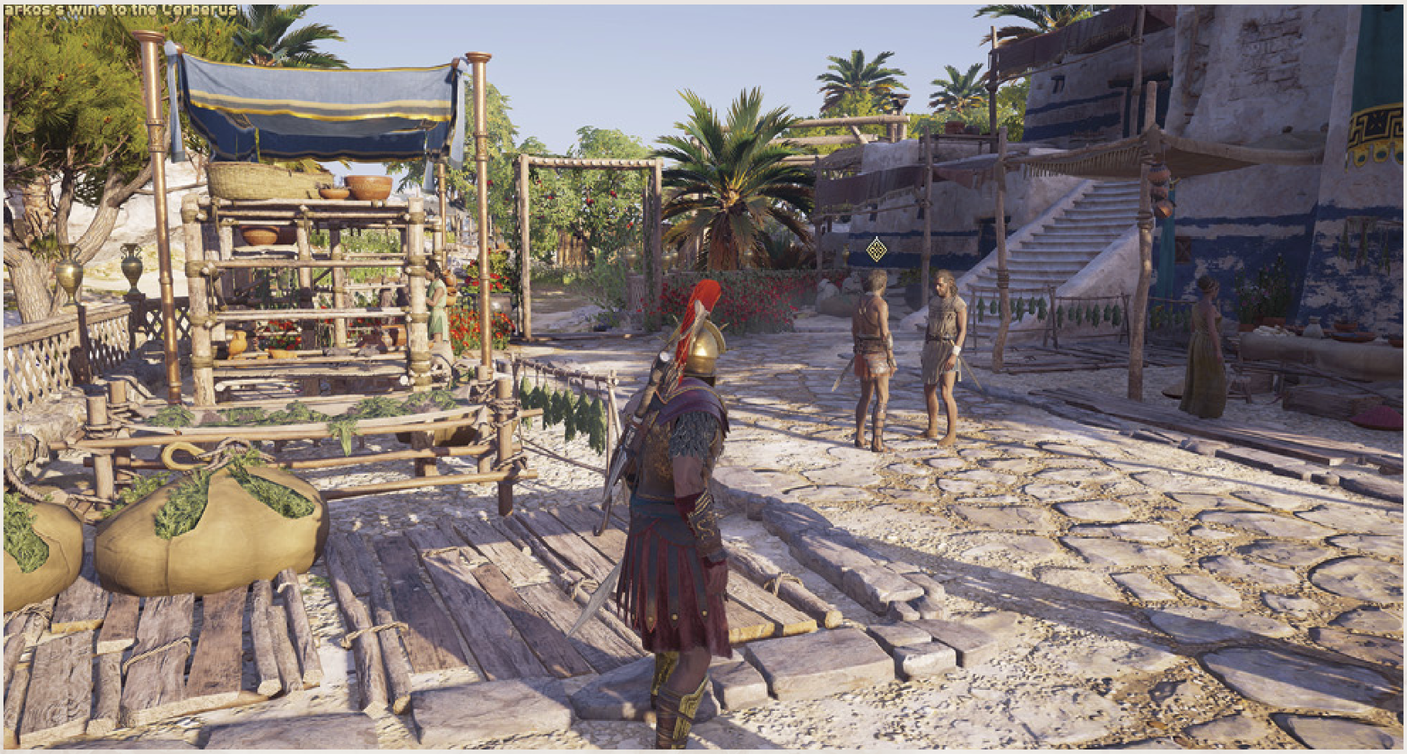
UNLOCKS: ***Farm in Flames***

LOCATION: Aion Vineyard in highlands of Asklepiades, Kos Island

REWARD: Rare legs armor (Wine-Making Boots), medium XP

STORY: Unsurprisingly, Markos got into trouble again after failing to pay his debt to the Cerberus. To appease him, Markos asks you to deliver his best wine to the Cerberus as a peace offering.

After you free Markos from the fort, he asks you to deliver a bottle of wine to the Cerberus's home near the water in Astypalia City. You decide whether to drink or not, but six guards attack no matter your choice. If you drink, during the time it takes the guards to recover you can start your escape or get a head start on your attack. Return to Markos.



Farm in Flames

RECOMMENDED LEVEL: 27

QUEST GIVER: Markos

PREREQUISITE: Complete *Old Friends, Old Problems*

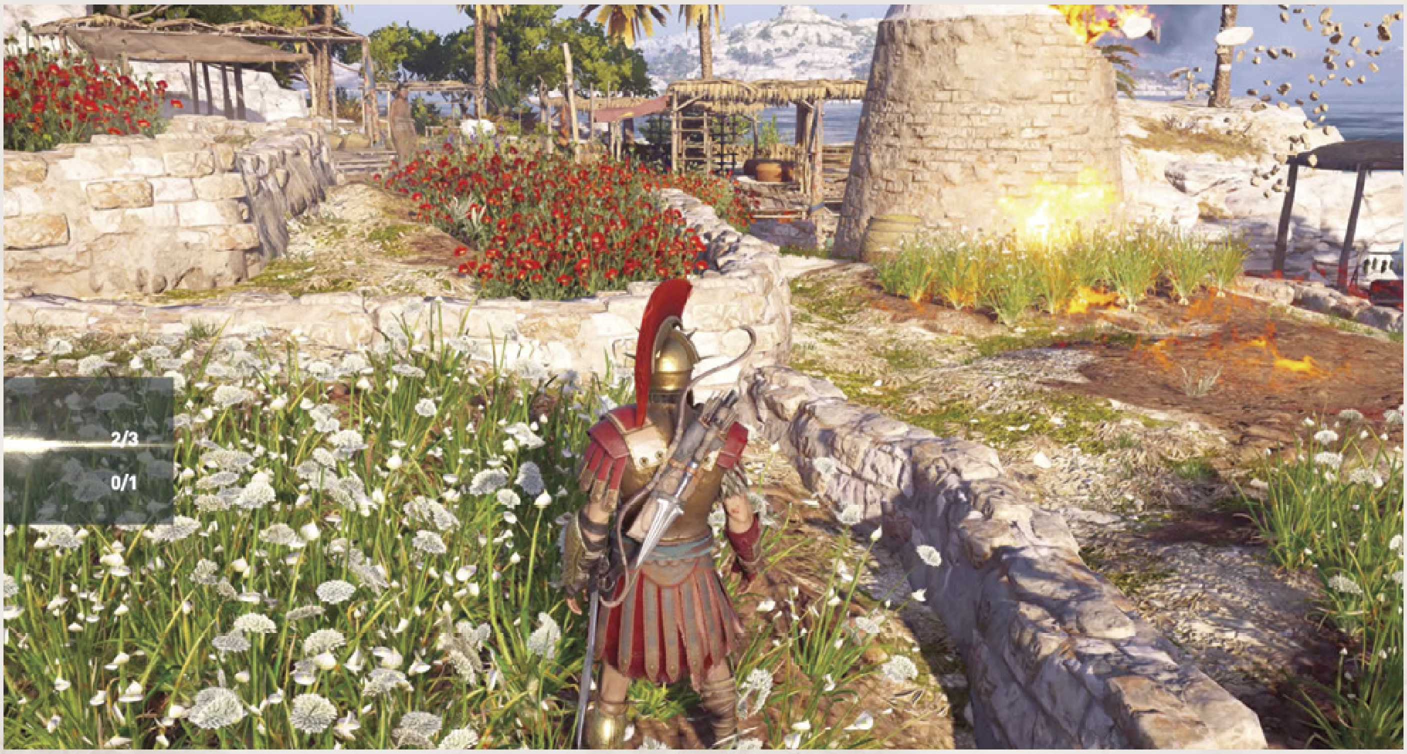
UNLOCKS: *Markos's Fate*

LOCATION: Aion Vineyard in highlands of Asklepiades, Kos Island

REWARD: Rare torso armor (Scrapped Cuirass), medium XP

STORY: It was only a matter of time until the Cerberus brothers went after Markos to split him in two. In a preemptive strike, Markos asks you to distract them by burning their farm.

Markos's new plan has you destroying the Cerberus brothers' three grain silos at Kos Herb Fields in Astypalia City. Toss a torch at the wooden hatch at the bottom of each one to set them on fire. Proceed cautiously, as this does attract attention and builds your bounty. If you have already burned the silos down, this quest is completed immediately. Return to Markos.



Markos's Fate

MARKOS'S FATE

RECOMMENDED LEVEL: 27

QUEST GIVER: Markos

PREREQUISITE: Complete ***Farm in Flames***

UNLOCKS: N/A

LOCATION: Aion Vineyard in highlands of Asklepiades, Kos Island

REWARD: Epic heavy bladed weapon (Markos's Gift), high XP

STORY: In his grand finale, Markos needs you more than ever—the vengeful Cerberus brothers are at his door. As Markos begs for protection, you realize it might be too little, too late.

Guards attack Markos. Protect him by killing the guards. Once they have been defeated, return to Markos.

Tough Love

RECOMMENDED LEVEL: 42

QUEST GIVER: Mikkos

PREREQUISITE: Discover *Hephaistos islands*

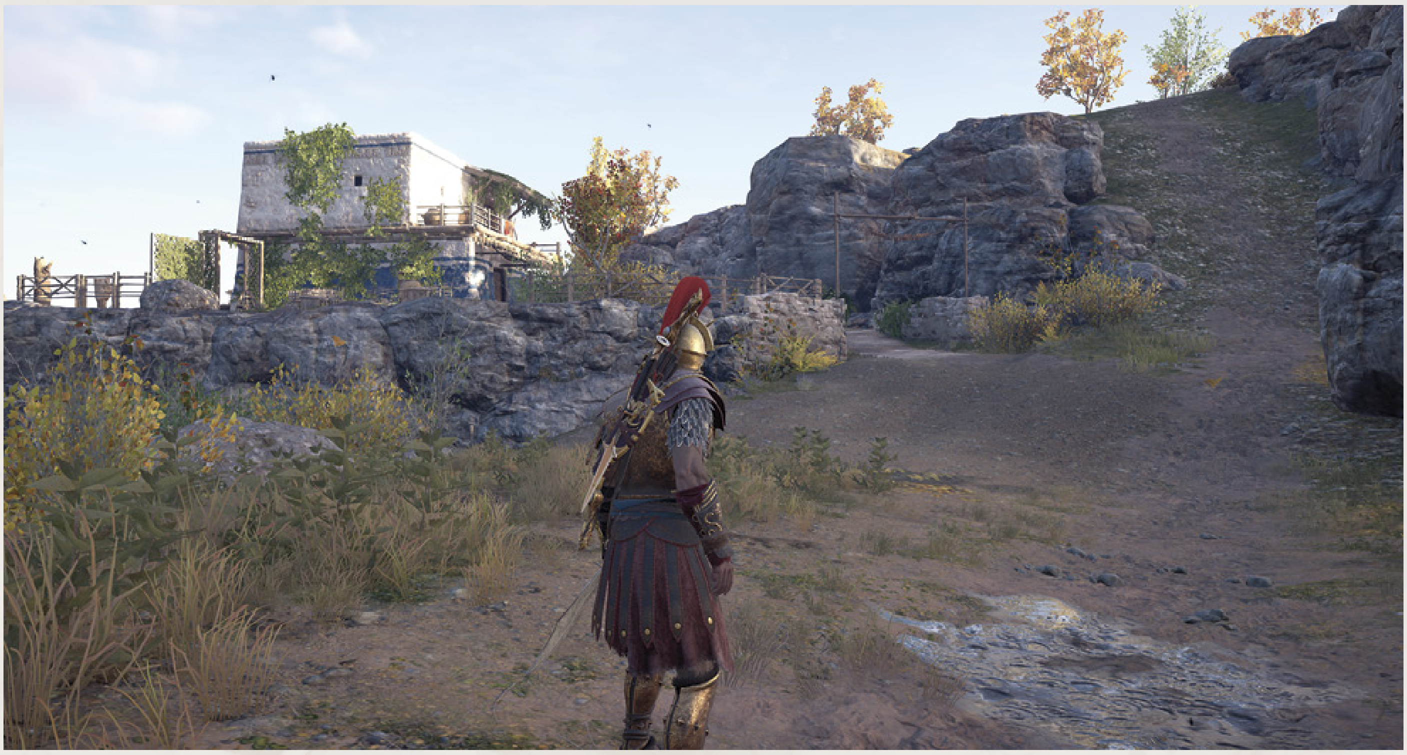
UNLOCKS: *Have You Seen My Mikkos*?

LOCATION: Mikkos's House in Green City, Lemnos Island

REWARD: Medium drachmae, epic staff (Mikkos's Staff), medium XP

STORY: Arriving on Thasos, you find yourself caught in the middle of a family drama that includes trusty ship captain Barnabas, his nephew, and an overly friendly caretaker.

Talk to the civilian once you dock at Lemnos island. Next, meet Mikkos in the house north of Myrina. It is possible to dock the ship next to the house and bypass straight to the house to begin the quest.



You are given the option to choose **"Neleus needs tough love"** or **"Try a gentle approach"** when talking to Barnabas and Mikkos. If you choose the tough love option, both Neleus and Mikkos will die and you will miss the opportunity to puruse a romance with Mikkos.

Have You Seen My Mikkos?

RECOMMENDED LEVEL: 42

QUEST GIVER: Mikkos

PREREQUISITE: Complete ***Tough Love***

UNLOCKS: N/A

LOCATION: Mikkos's House in Green City, Lemnos Island

REWARD: Medium drachmae, medium XP

STORY: Arriving on Thasos, you find yourself caught in the middle of a family drama that includes your trusty ship captain Barnabas, his nephew, and an overly friendly caretaker.

This quest unlocks three support quests that must be completed to finish this one: *Doctor's Pet*, *Indulging Just a Little*, and *School of Hard Knocks*.

DOCTOR'S PET

RECOMMENDED LEVEL: 43

QUEST GIVER: Mikkos

PREREQUISITE: Complete ***Tough Love***

UNLOCKS: N/A

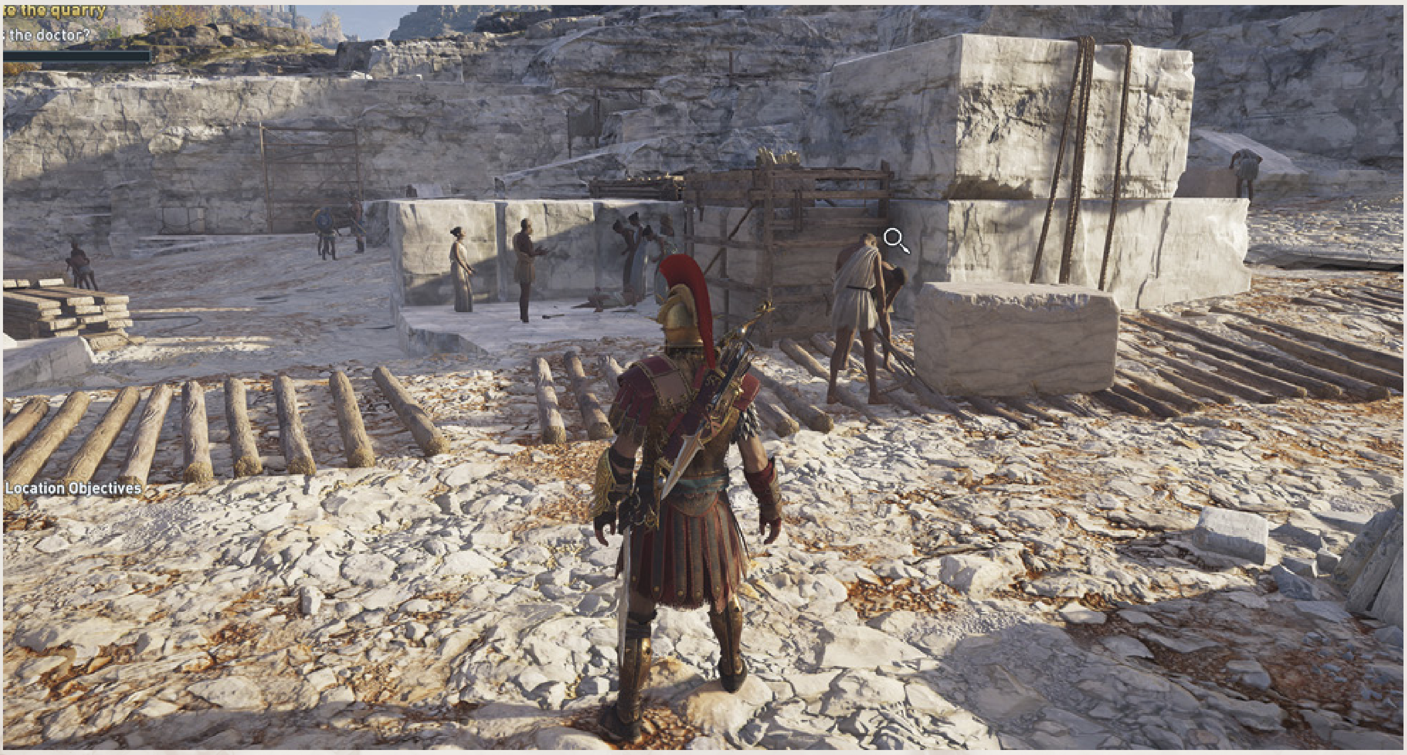
LOCATION: Mikkos's House in Green City, Lemnos Island

REWARD: High drachmae, rare torso armor (Physician's Linothorax), medium XP

STORY: Rumors of a mysterious doctor lead you to the Aliki Quarry, where you stumble upon a troubling situation.

You are sent to Aliki Quarry on the southern tip of Cape Marmaron, Thasos island. Investigate the quarry by talking to Solon. Kill or flee the quarry guards. Head north to the Silver Mines to find the doctor. Kill the soldiers outside the mine, or they will pursue you later. Enter the mine and take care of three more enemies. Free the doctor, follow him out the north entrance, and talk to him.

This sends you to Koinyra Fortress in northern Cape Marmaron. Scan the fortress to find the two targets in the central building. Sneak in and eliminate them, or strategically pick off the guards until you reach their building. Or, you might get lucky and the soldiers will kill them.



Indulging Just a Little

RECOMMENDED LEVEL: 44

QUEST GIVER: Mikkos

PREREQUISITE: Complete *Tough Love*

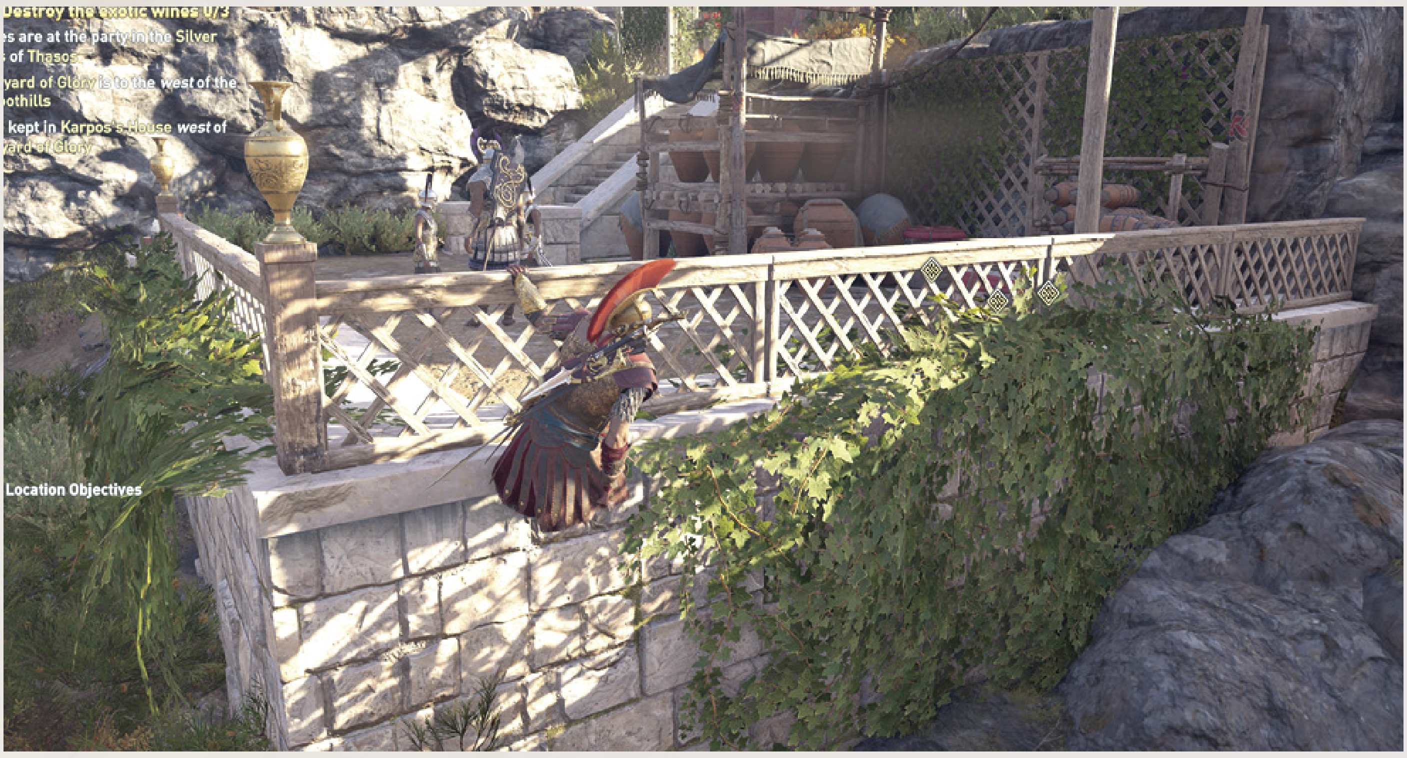
UNLOCKS: N/A

LOCATION: Mikkos's House in Green City, Lemnos Island

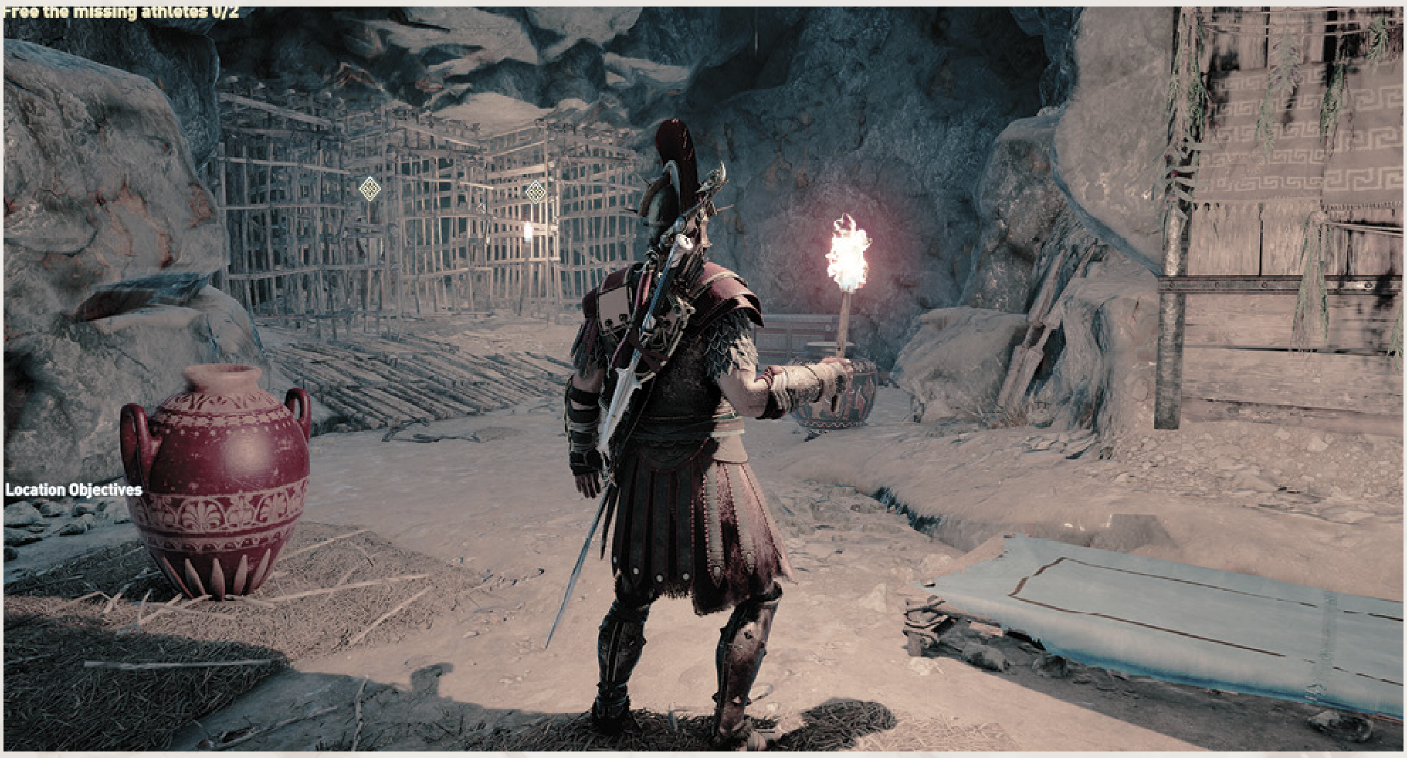
REWARD: Medium drachmae, rare arms armor (Hard-Boiled Bracers), medium XP

STORY: Mikkos suggests you look for the person last seen with Neleus to figure out what made him sick.

Mikkos sends you to meet Neleus's friend in the Vineyard of Glory southwest of Thasos City. Talk to Aietes; you get a chance to hire him to your ship crew. He sends you a short distance west to Karpos's house. Move around back to find the three exotic wines protected by three guards. Kill the three cultist guards and then destroy the wine. Talk to Karpos.


Destroy the exotic wines 0/3
s are at the party in the Silver
of Thasos
yard of Glory is to the west of the
othills
kept in Karpos's House west of
ard of Glory
Location Objectives

This sends you to Silenos Cave on the southern coast of Silver Foothills. Send Ikaros up to survey the cave and spot the cultists and two locked-up athletes. Use the bushes to achieve stealth attacks on the guards as you move into the cave. Follow the left branch to find two more guards and deal with them. The athletes are found in cages in the back of that cavern. You will need to deal with any remaining soldiers as you escort them out. One of the athletes attacks Karpos, so kill him. Speak to Karpos.


Free the missing athletes 0/2
Location Objectives

SCHOOL OF HARD KNOCKS

RECOMMENDED LEVEL: 43

QUEST GIVER: Mikkos

PREREQUISITE: Complete *Tough Love*

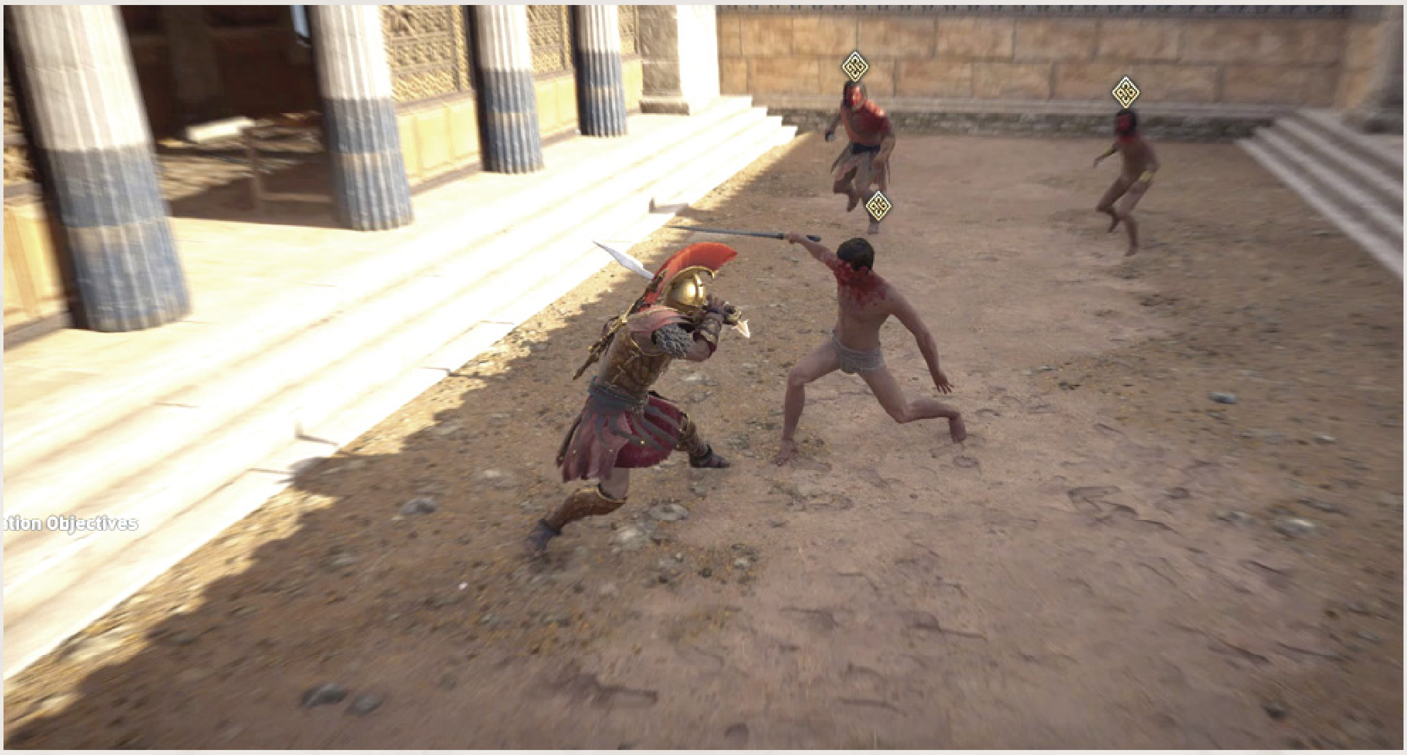
UNLOCKS: N/A

LOCATION: Mikkos's House in Green City, Lemnos Island

REWARD: Medium or high drachmae, high or medium XP, rare head armor (Militia Helmet)

STORY: Tasked with getting information, you visited an Olympic gymnasium in Thasos famed for training young athletes.

Reach the Champion's Gymnasium in Thasos City and talk to the little girl out front. Move inside and talk to the head trainer, The Great Euthymos, of the Champion's Gymnasium. With the right answers, you are offered the chance to pay 3,000 drachmae to skip the fight with Euthymos's students. Otherwise, you must defeat them first. Defeat the first student and three more athletes attack. Next you must face Euthymos. Beat up on him a bit and a couple more students enter the arena. Once they have been defeated, interrogate Euthymos. During the interrogation, a student may offer to join your crew. If you told Euthymos to stand up for himself, he will join you in battle for the next side quest, *Retribution*.



You will be given a choice to say if you are the Olympic Champion or not. If you lie that you are the Olympic Champion, choosing **'Proper exercise and Diet'** will expose your lie.

Retribution

RECOMMENDED LEVEL: 42

QUEST GIVER: Doctor

PREREQUISITE: Complete *Have You Seen My Mikkos*?

UNLOCKS: N/A

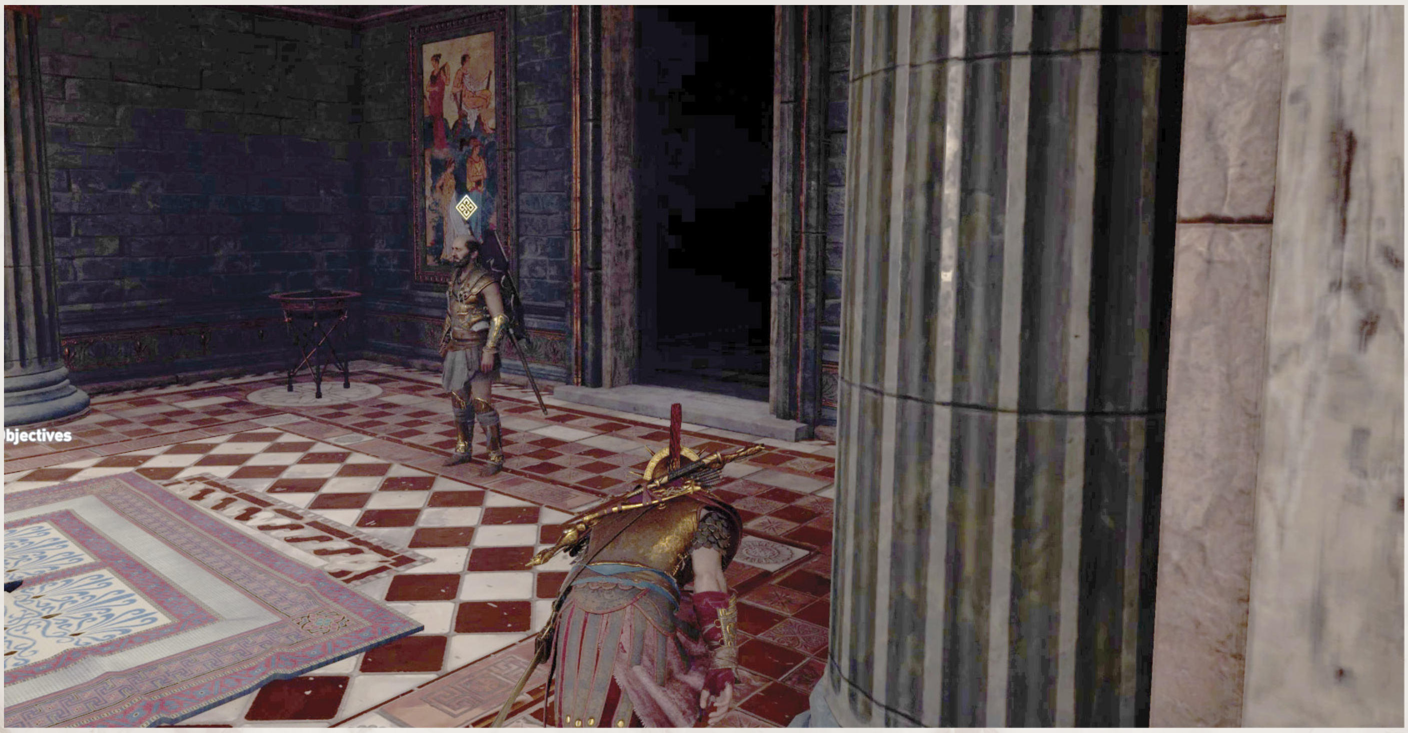
LOCATION: Aliki Quarry in Cape Marmaron, Thasos Island

REWARD: Medium drachmae, Epic Dagger (Barnabas's Dagger), medium XP

STORY: Ending the reign of terror on Thasos from Cult guards would need one last push. You could handle it alone, or let the begrudged Thasians have their turn.

Return to the doctor at the quarry and kill the two cult guards. Next return to Neleus with the antidote at Mikkos's House and kill two more guards. Talk to the elder who approaches the house and choose to fight alone or along with the islanders.

Travel to the Ancient Stronghold in northwest Sky Fall Lakes. You must kill the Cult general inside the stronghold. He is held up in the temple at the top of the hill There are a slew of enemies as you fight your way to him. If you brought the islanders, they will start out at the front gate—keeping some of the cultists busy. If you chose to go alone, a good strategy is to skip the lower soldiers altogether. Climb up the west side and eliminate the guards outside the temple. The general is alone or joined by one guard inside. Use Rush Assassination to get the jump on him, and then move the fight into the back room to avoid attracting unwanted attention. Escape the Ancient Stronghold and meet up with the others outside the stronghold's main entrance.



A Family Ordeal

RECOMMENDED LEVEL: 6

QUEST GIVER: Odessa

PREREQUISITE: Complete *A Small Odyssey*

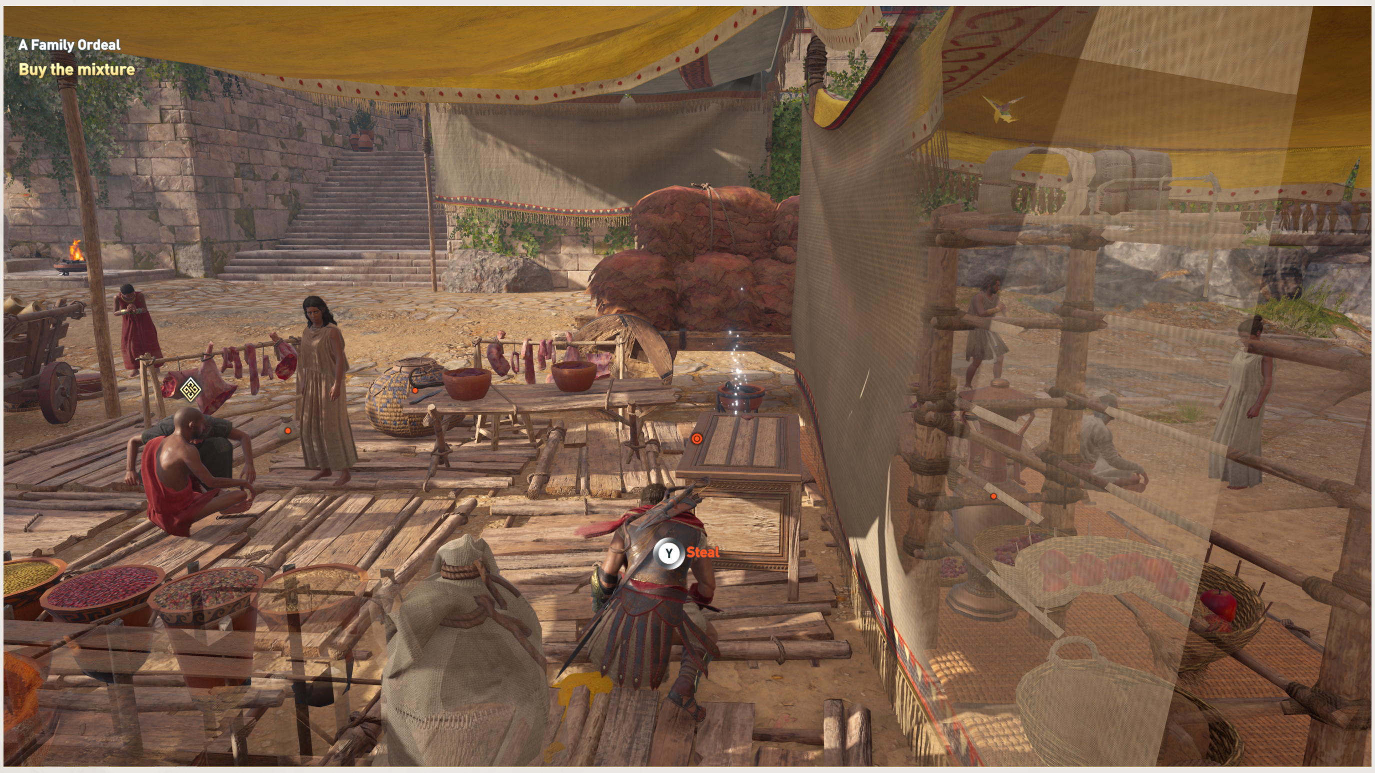
UNLOCKS: *The True Story*

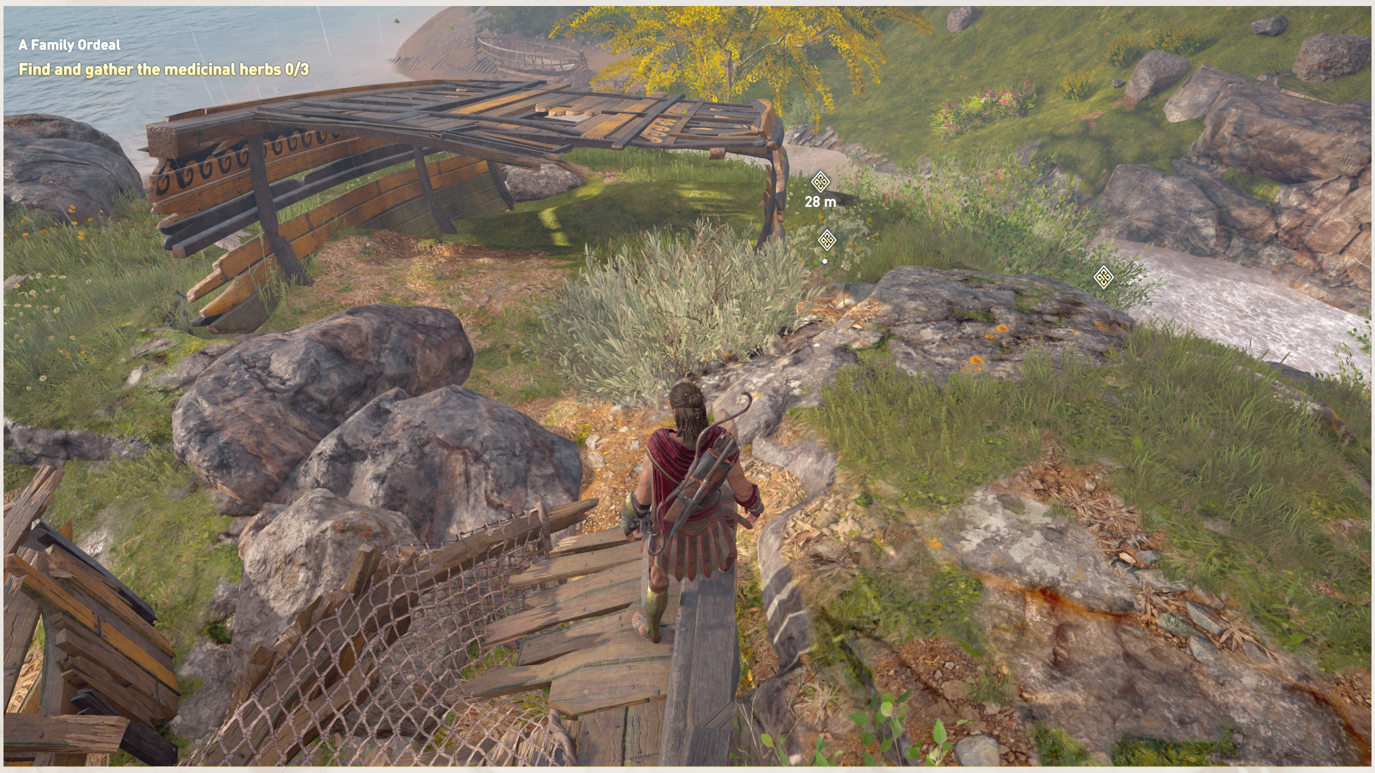
LOCATION: Odessa's father's estate in eastern Valley of King Lelex, Megaris

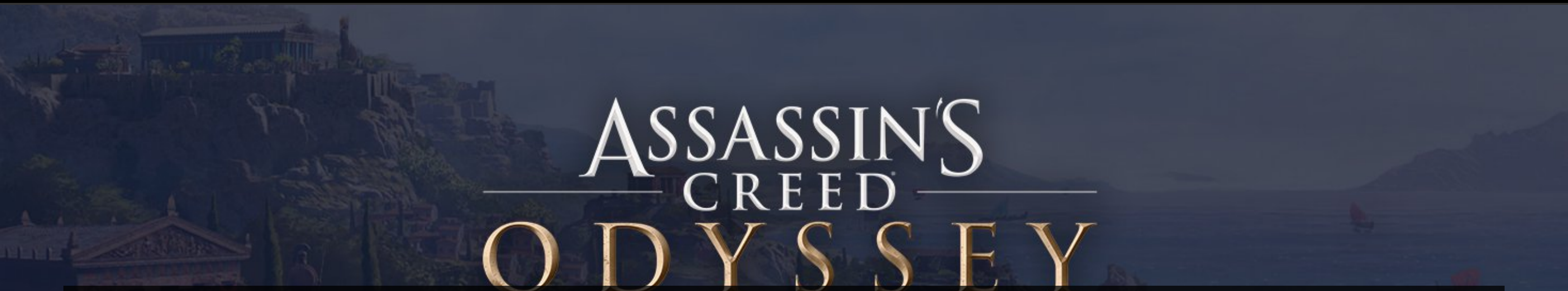
REWARD: Medium XP, common waist armor (Adventurer's Belt)

STORY: Odessa needs some herbs and a mixture for her sick father. She claims she doesn't want to leave his side and asks you to help gather what she lacks.

Find and gather three medicinal herbs near the Persian trireme, southeast of Megara. Next, talk to the vendor in Megara to buy the **mixture**. You can pay 50 drachmae for it, threaten the vendor and take the mixture, or say Odessa will pay for it. You can also skip the talk with the vendor and swipe the mixture from the chest. Return to Odessa and defend against an ambush. Loot a letter off the corpse and talk to Odessa to complete the quest.






ASSASSIN'S CREED ODYSSEY

Odessa

The True Story

THE TRUE STORY

RECOMMENDED LEVEL: 6

QUEST GIVER: Odessa

PREREQUISITE: Complete ***A Family Ordeal***

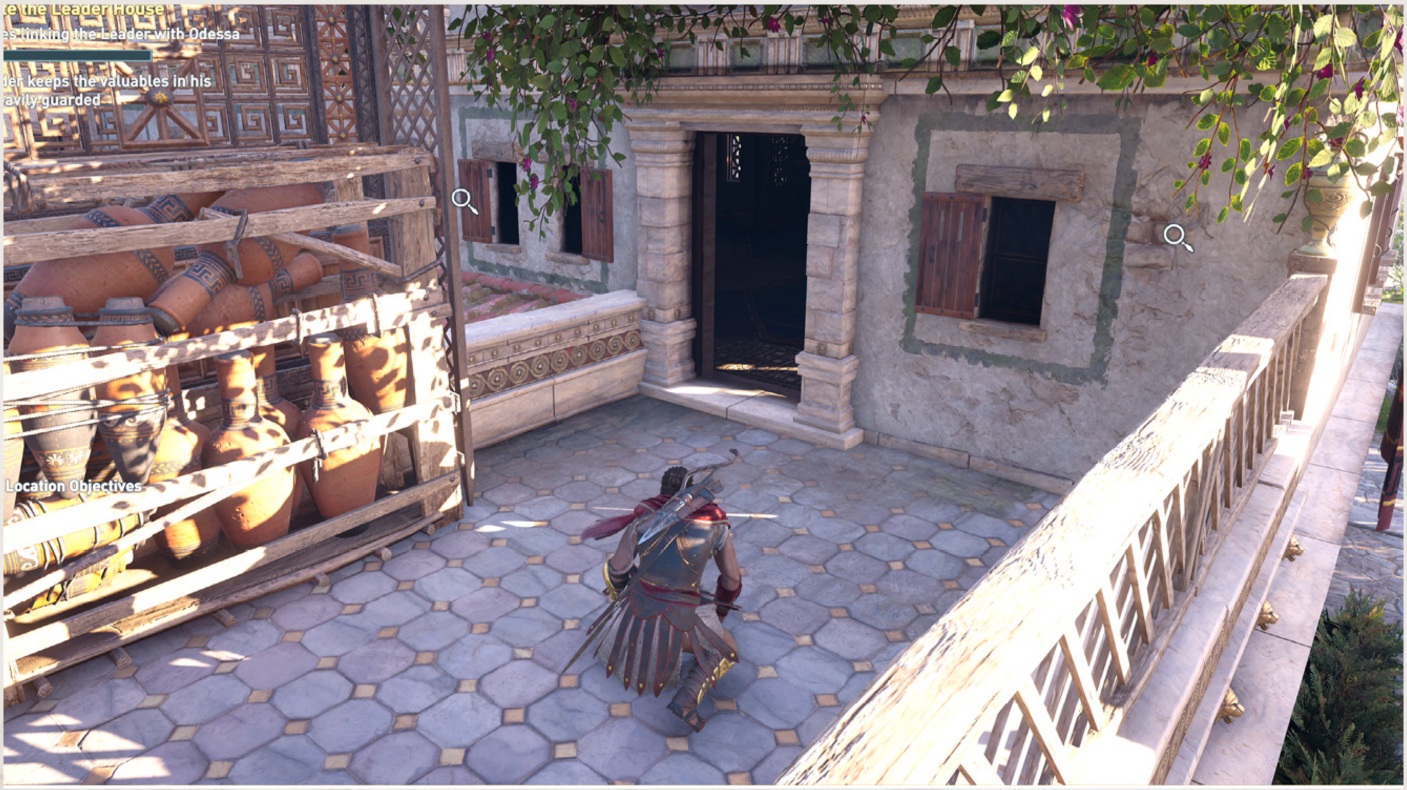
UNLOCKS: Epic lieutenant (Odessa)

LOCATION: Odessa's father's estate in eastern Valley of King Lelex, Megaris

REWARD: High XP, rare bow(Odessa's Bow)

STORY: You read a note from Odessa apologizing for her abrupt, mysterious departure and requesting you return to her father's estate to figure out exactly who is trying to kill her, and why.

Investigate the Leader House in western Megara. Kill the soldiers at the residence, at least any that patrol the rooftop. Keep tabs on the leader and his posse, if they are around. If he's weakened and still at the house, go ahead and deal with the leader. Search the two upper rooms to find four letters (Odessa's Suitor, Odessa's Hired Mercenary, Odessa's Estate, and Odessa's Dead Suitor) and return to Odessa at the estate. If you struck up a relationship with Odessa, you can recruit her to your crew as an epic lieutenant.


e the Leader House
es linking the Leader with Odessa
der keeps the valuables in his
avily guarded
Location Objectives

BARNABAS ABROAD

RECOMMENDED LEVEL: 34

QUEST GIVER: Barnabas

PREREQUISITE: Visit the Valley of Olympia

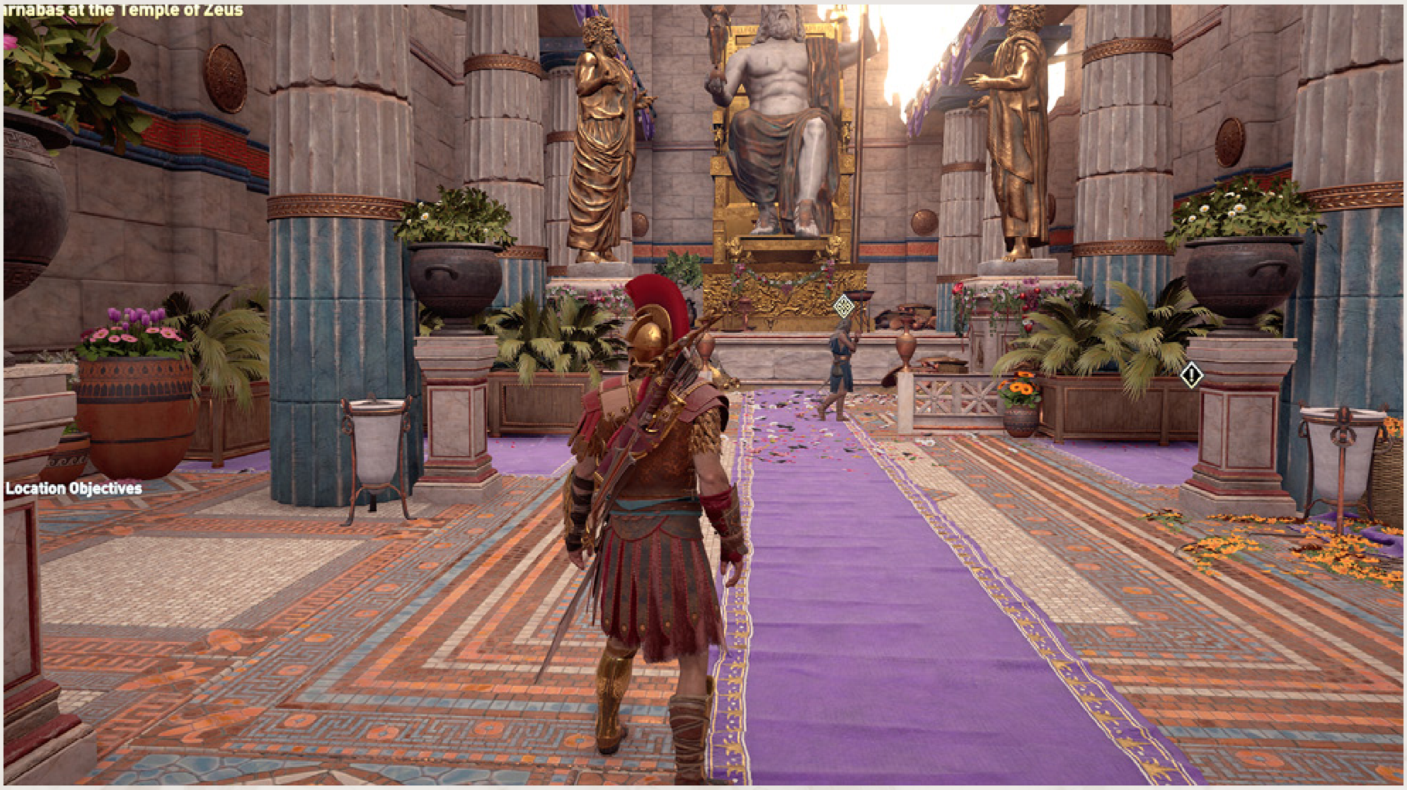
UNLOCKS: N/A

LOCATION: Sanctuary of Olympia in Valley of Olympia, Elis

REWARD: Rare bow (Competition Bow), low XP

STORY: Barnabas is overjoyed to be at the Olympics and is more than willing to share his knowledge of Olympia with you.

Meet Barnabas at the Sanctuary of Olympia and talk to him about the games. Meet and talk to him at the Altar of Zeus, Temple of Zeus, and Olympic Tree—in any order.



THROWING THE BET

RECOMMENDED LEVEL: 34

QUEST GIVER: Aletes (street vendor)

PREREQUISITE: Visit the Valley of Olympia

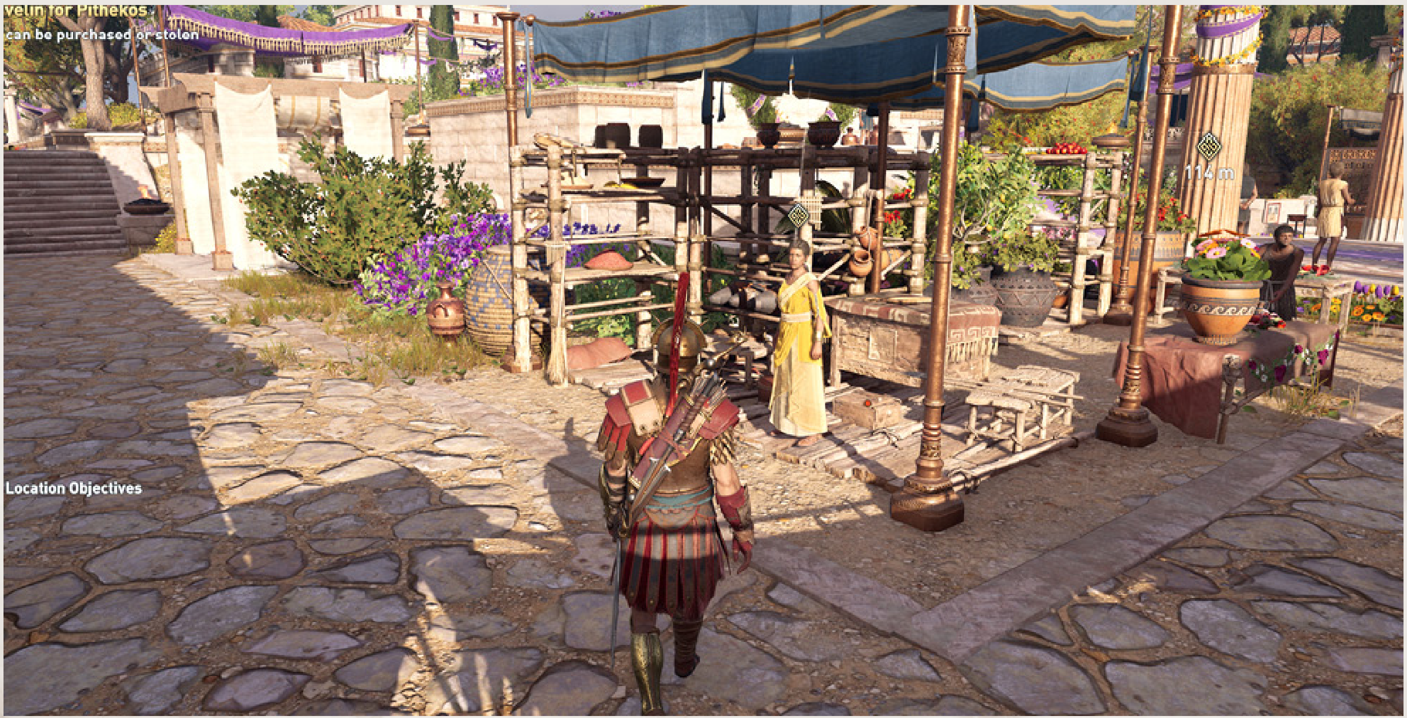
UNLOCKS: N/A

LOCATION: Sanctuary of Olympia in Valley of Olympia, Elis

REWARD: High drachmae (+ or - based on bet placed), epic torso armor (Olympian Breastplate), high XP

STORY: You find a man taking bets on the Olympics. He wants you to help a competitor in the javelin competition who seems to have lost his confidence.

Find the street vendor, Aletes, on the west side of the sanctuary. He wants you to help a competitor named Pithekos. Talk to the guy to find out he needs another javelin. You have the choice to buy a **simple javelin** from a nearby street vendor for 2,000 drachmae or steal a **worn javelin** from the Olympic Gymnasium. Bring it back to Pithekos. You then have the opportunity to change your mind about which javelin you provide the competitor, but you will then have to get the other javelin (either purchase or steal). Return to Aletes, who is taking bets for the competition. If you provided the simple javelin, you are given the option to not gamble or to place a low (1,000 drachmae) or high (3,000 drachmae) bet. With the worn javelin, you are also given the option to not gamble or to place a low (1,000 drachmae) or high (3,000 drachmae) bet. Return to Aletes for the results and your reward. With the simple javelin, Pithekos wins and you are given your winnings (2,000 or 6,000 drachmae) plus the quest reward. With the worn javelin, he loses and you lose the bet. Therefore, the only way you can come out ahead on this bet is to provide the simple javelin and bet high. This nets +1,000 drachmae. Otherwise, you gain nothing or lose 1,000 drachmae.



Gutter Runner

RECOMMENDED LEVEL: 36

QUEST GIVER: Street vendor

PREREQUISITE: Visit the Valley of Olympia

UNLOCKS: N/A

LOCATION: Sanctuary of Olympia in Valley of Olympia, Elis

REWARD: Rare legs armor (Olympic Sandals), medium XP

STORY: Distracted on the busy streets of Olympia by a con man, you are robbed by his partner, a young girl who reminds you of Phoibe. You need to find her and get your drachmae back.

A street vendor offers you a fortune telling. Decline that and he offers a sandal cleaning. No matter what you say, a pickpocket swipes 2,000 drachmae. Chase the kid down to get your money back and talk to her. She stops a couple times down the road, giving you great opportunities to catch her. Offer to acquire a necklace from the captain at Endymion Camp, located to the south in Psophis Foothills. He is found in the middle of the camp. Kill the guards or sneak through the vegetation, then loot the quest item. Return it to the kid.

e pickpocket
Location Objectives

THE DRACHMAE OF ROMANCE

RECOMMENDED LEVEL: 34

QUEST GIVER: Lelex and Makar

PREREQUISITE: Visit the Valley of Olympia

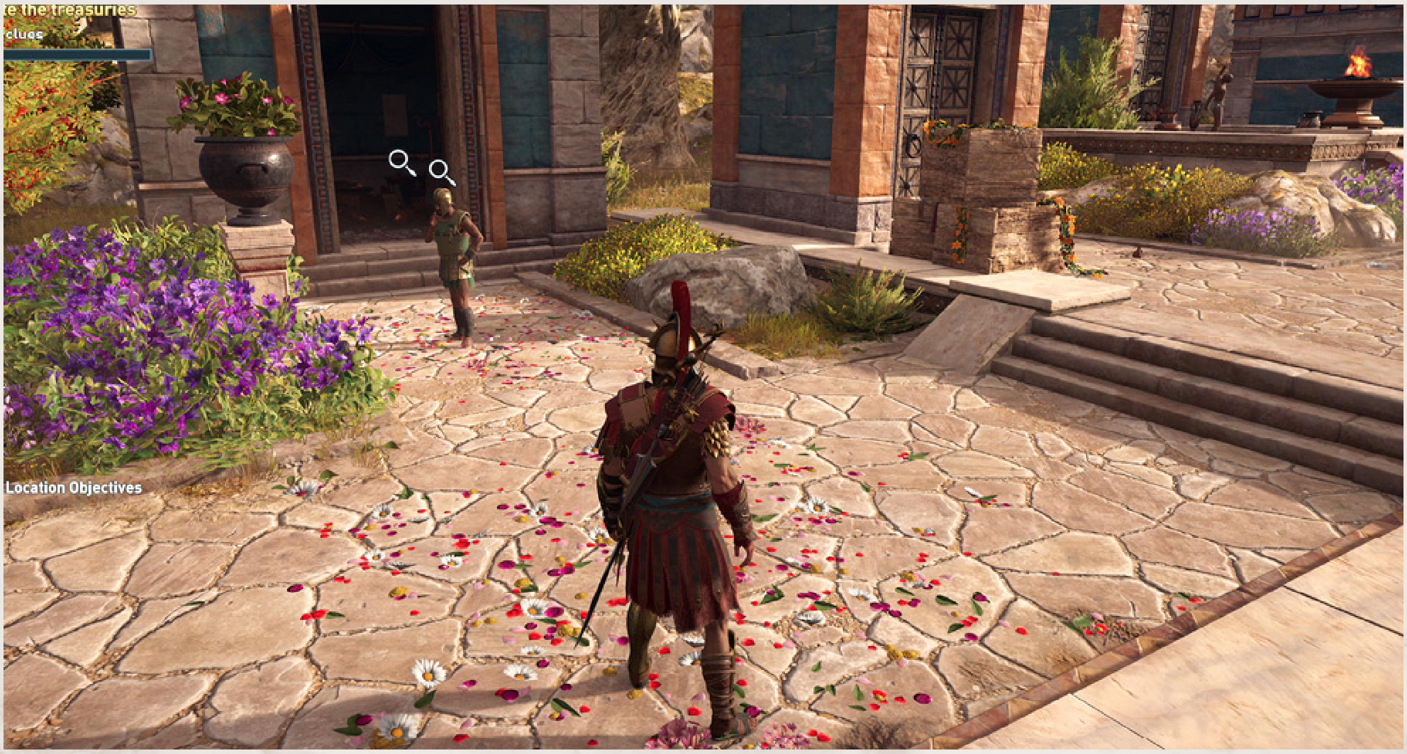
UNLOCKS: N/A

LOCATION: Temple of Zeus in Valley of Olympia, Elis

REWARD: Medium drachmae, rare spear (Conflict Spear), high XP

STORY: A long-standing family feud boiled over after the theft of valuables and threatens to break the truce of the Olympics. You need to find out who the culprit is.

After talking to Lelex and Makar, investigate the treasuries to the north. Interact with the crypt and a note next to the tree, and talk to the Greek soldier. Head northeast to find and talk to the thief at the Destroyed House of Oinomaos in Valley of Olympia. Decide whether to kill the couple or the parents. Follow through with your decision, and then talk to Makar or Laneira—depending on your decision.



KALLIPATEIRA

RECOMMENDED LEVEL: 34

QUEST GIVER: Kallipateira

PREREQUISITE: Visit the Valley of Olympia

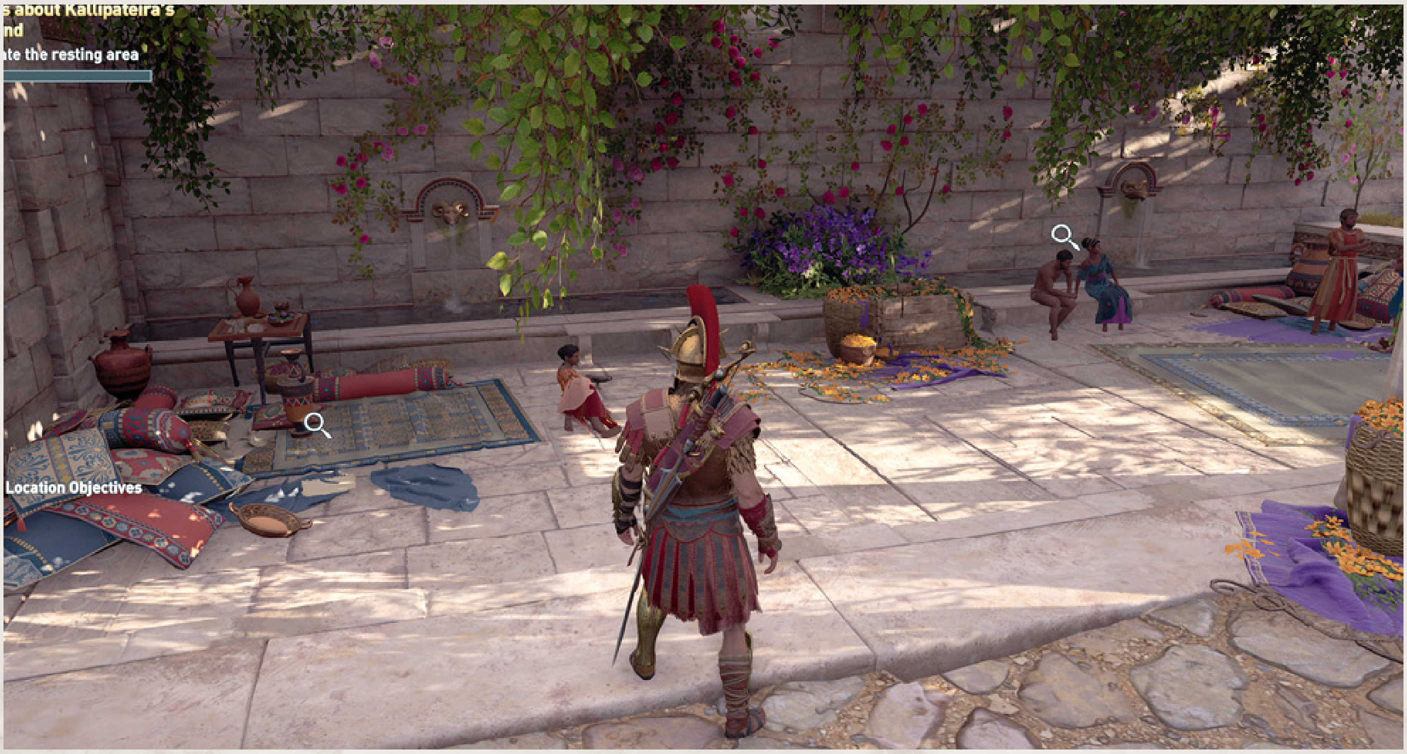
UNLOCKS: N/A

LOCATION: Hippodrome in Valley of Olympia, Elis

REWARD: Rare waist armor (Olympic Belt), medium XP, low drachmae (if you say she is guilty)

STORY: Kallipateira is accused of lusting over the athletes. She claims she only wants to watch her son compete, as they are from a line of famous Olympians. You vow to prove her innocence.

Speak to the Priestess of Demeter to learn about the Kallipateira's situation. Head over to Pelopeion to the northwest and investigate the area. Talk to the two civilians and Peisirrhodos, and interact with the **anonymous love letter** and **Pindar's poem**. Report back to the Priestess of Demeter at the Statue of Kronos, north on the mountain. You have the choice to plead Kallipateira's innocence or guilt, or ask for more time. Extra drachmae is earned for saying she is guilty. Asking for more time has the same results as saying she is guilty, without the drachmae.



Phidias

The Message, the Stick, and the Artist

THE MESSAGE, THE STICK, AND THE ARTIST

RECOMMENDED LEVEL: 34

QUEST GIVER: Phidias

PREREQUISITE: Help Perikles

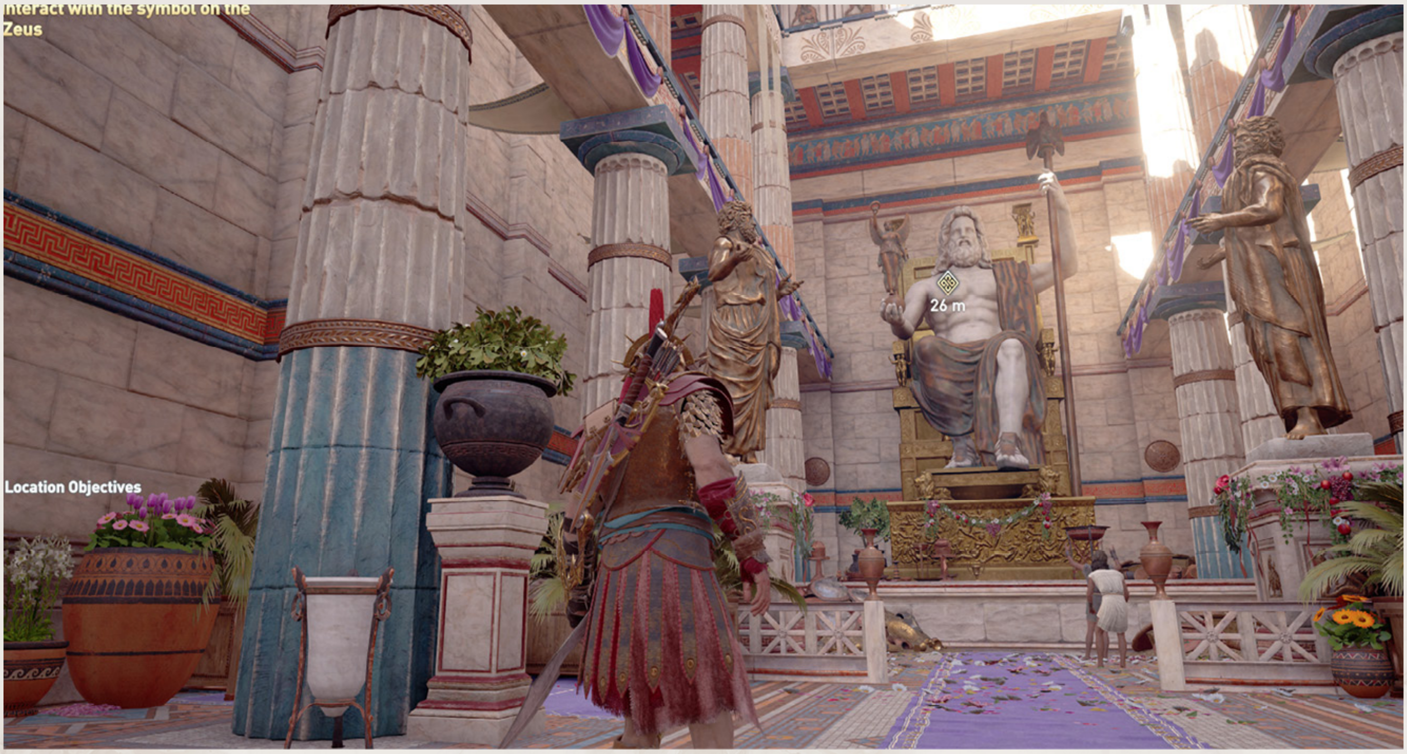
UNLOCKS: *Art Leading Life*

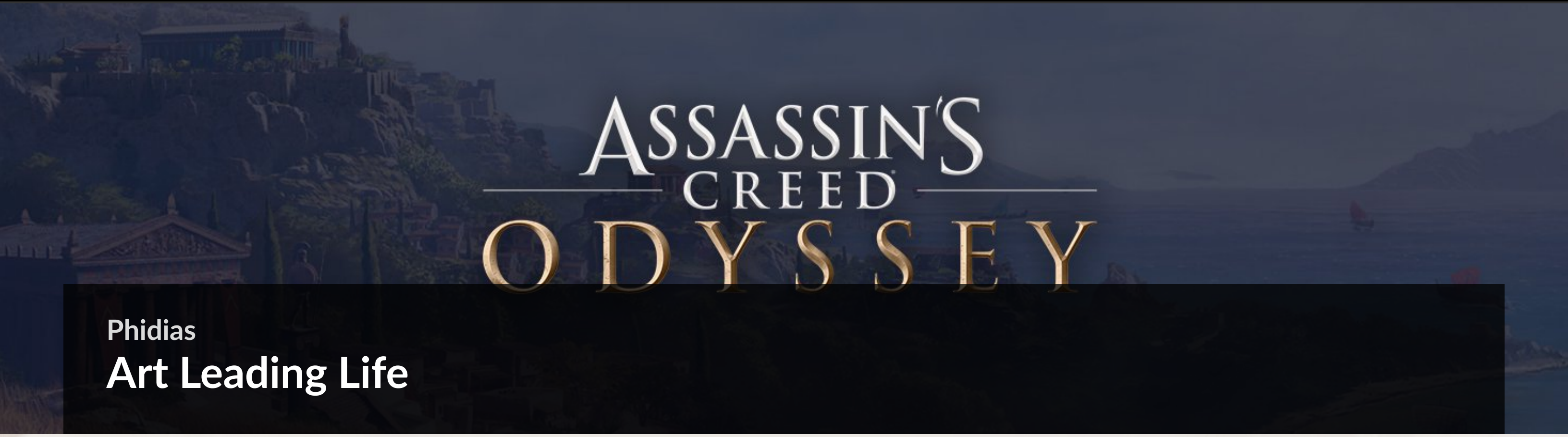
LOCATION: Phidias's Workshop in Valley of Olympia, Elis

REWARD: Medium drachmae, medium XP

STORY: Phidias is convinced that those who sought to kill him in Athens have found him again. He has received a scytale, a Spartan tool for decoding secret messages. You agree to unravel the mystery.

Find Phidias in his workshop in the Valley of Olympia. He needs you to find and interact with the symbol on the Statue of Zeus at the Temple of Zeus. Climb the statue found inside the Temple of Zeus and interact with the symbol on the chest. Return to Phidias.





Phidias

Art Leading Life

Art Leading Life

RECOMMENDED LEVEL: 43

QUEST GIVER: Phidias

PREREQUISITE: Complete *The Message, the Stick*, and *the Artist*

UNLOCKS: *Journey's End*

LOCATION: Phidias's Workshop in Valley of Olympia, Elis

REWARD: Medium drachmae, medium XP

STORY: Phidias has decoded the secret message found near the statue of Zeus. It lists the locations of three famous statues throughout the Greek world that need your investigative eye.

Now Phidias wants you to find the symbols on the Kytheran, Samian, and Thasian statues. This unlocks three support quests: The Kytheran Statue, The Samian Statute, and The Thasian Statue. Once all three have been completed, return to Phidias at his workshop.

THE KYTHERAN STATUE

RECOMMENDED LEVEL: 36

QUEST GIVER: Phidias

PREREQUISITE: *Begin Art Leading Life*

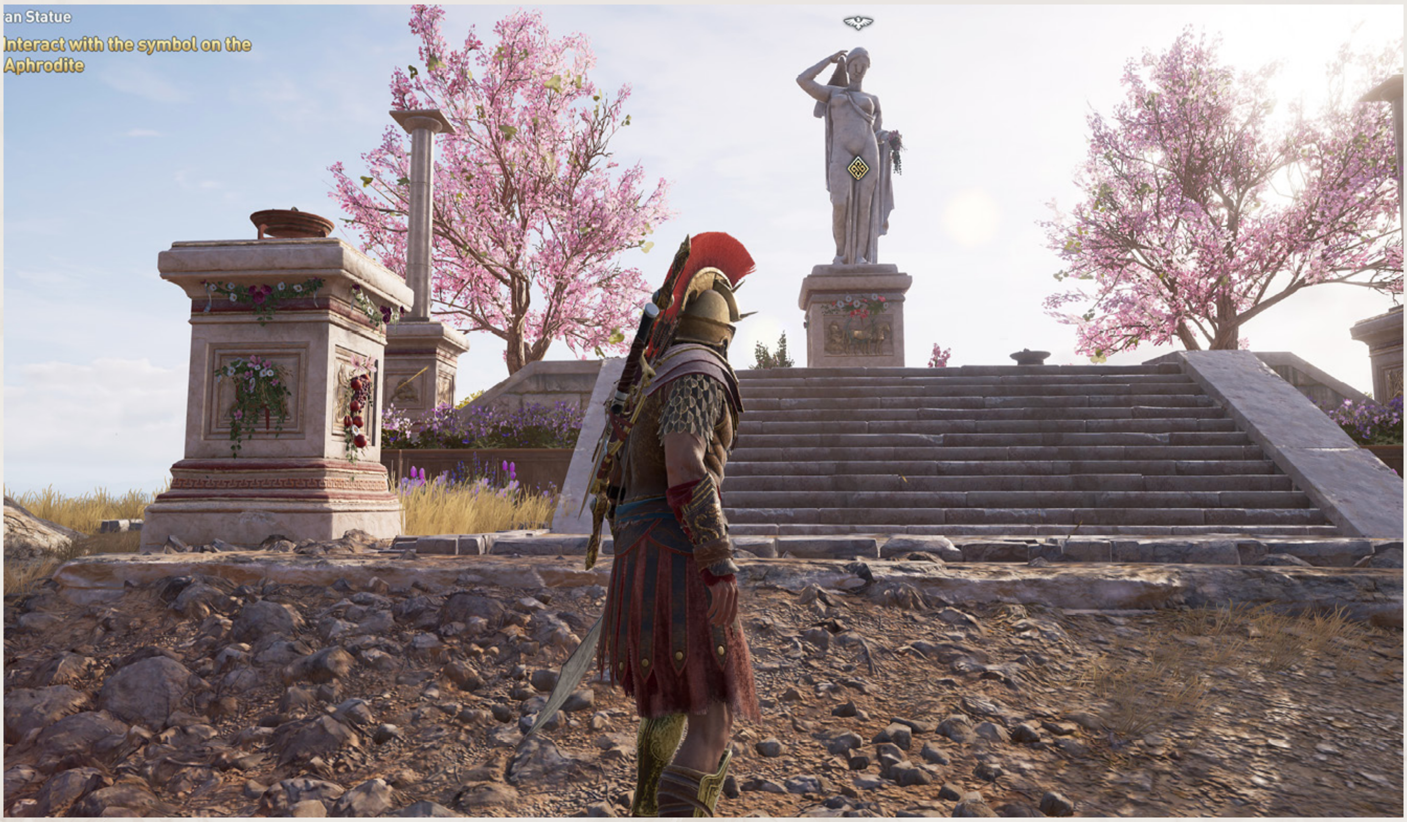
UNLOCKS: N/A

LOCATION: Phidias's Workshop in Valley of Olympia, Elis

REWARD: Medium drachmae, medium XP

STORY: Phidias's clues point you toward the island of Kythera. There, you hope to find the hidden symbol on the Statue of Aphrodite.

Find and interact with the symbol on the Statue of Aphrodite at Aphrodite's Beauty in Pilgrim Hill on Kythera island. The symbol is on her back.



Phidias

The Samian Statue

THE SAMIAN STATUE

RECOMMENDED LEVEL: 41

QUEST GIVER: Phidias

PREREQUISITE: *Begin Art Leading Life*

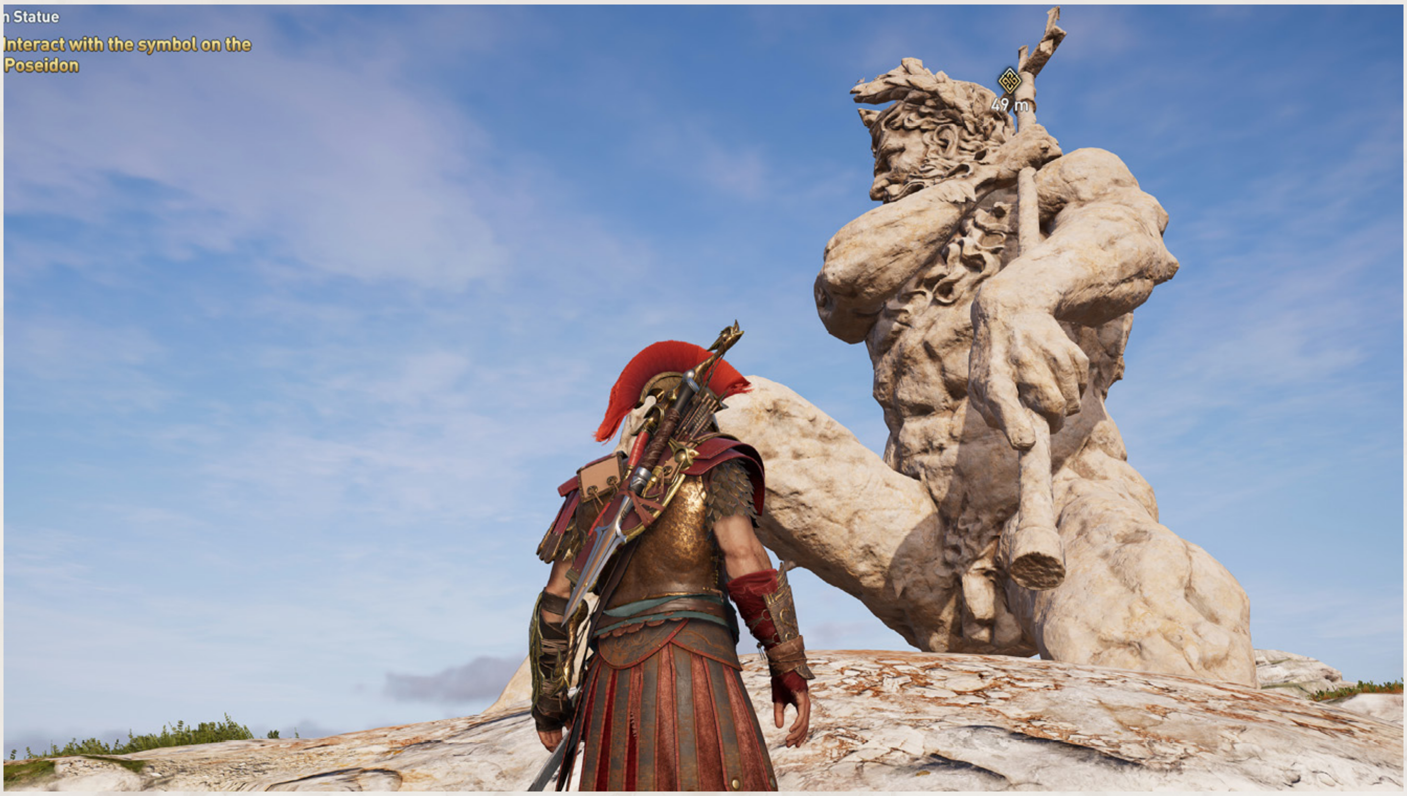
UNLOCKS: N/A

LOCATION: Phidias's Workshop in Valley of Olympia, Elis

REWARD: Medium drachmae, medium XP

STORY: According to Phidias, another hidden symbol is located on the Statue of Poseidon.

Find and interact with the symbol on the Statue of Poseidon near the Temple of Poseidon on the small island north of Samos island. The symbol is near the top of the spear.



Phidias

The Thasian Statue

The Thasian Statue

RECOMMENDED LEVEL: 43

QUEST GIVER: Phidias

PREREQUISITE:

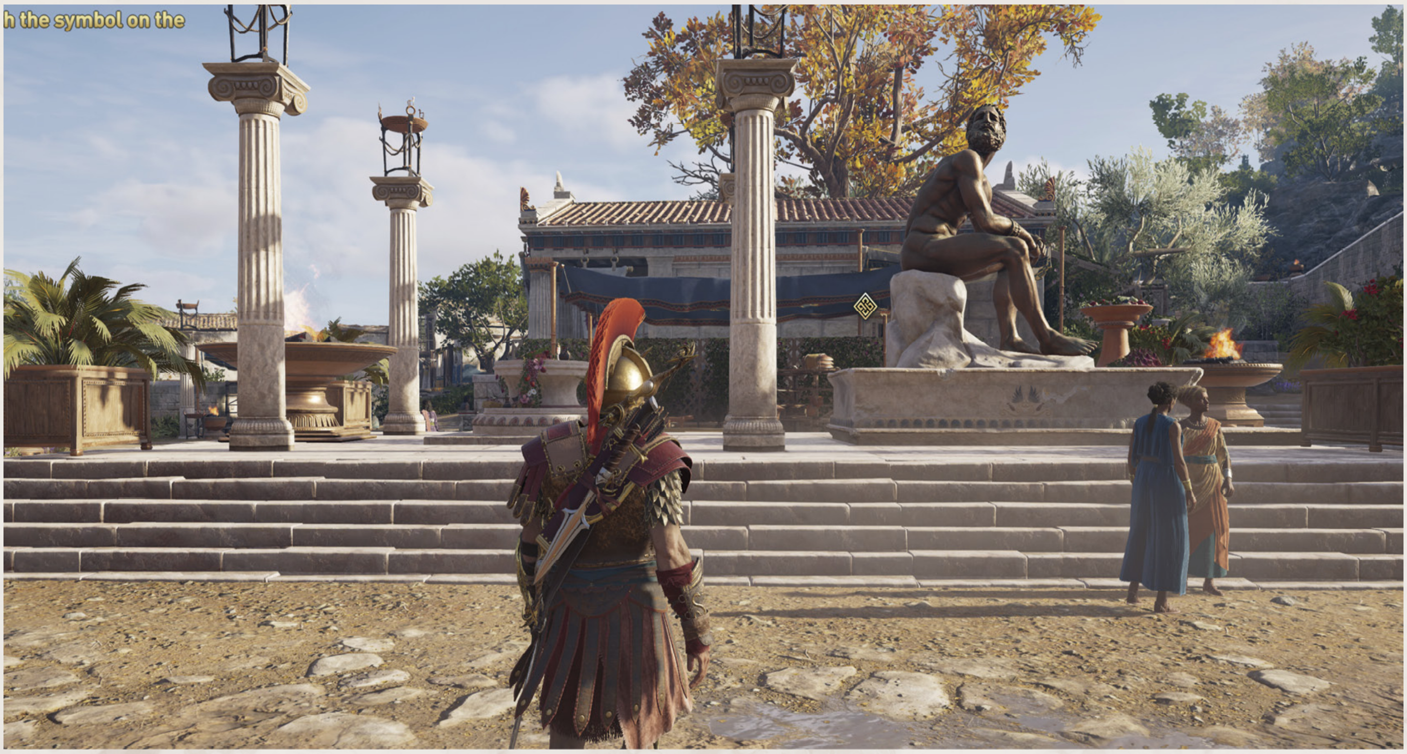
UNLOCKS: N/A

LOCATION: Phidias's Workshop in Valley of Olympia, Elis

REWARD: Medium drachmae, medium XP

STORY: Another statue on the list, says Phidias, will point you to Thasos. There you'll find the hidden symbol on the Statue of Theagenes.

Find and interact with the symbol on the Statue of Theagenes at Thasos Agora in City of the Champion on Thasos island. The symbol is on the pedestal.



PIECES OF THE PUZZLE

RECOMMENDED LEVEL: 34

QUEST GIVER: Phidias

PREREQUISITE: Complete *The Kytheran Statue*, *The Samian Statue*, and *The Thasian Statue* quests

UNLOCKS: N/A

LOCATION: Phidias's Workshop in Valley of Olympia, Elis

REWARD: Medium drachmae, medium XP

STORY: Once the clues are collected from the statues, head back to Phidias so that he can decode them.

After interacting with the symbols on the three statues, return to Phidias at the workshop to complete this quest.

Phidias

Journey's End

JOURNEY'S END

RECOMMENDED LEVEL: 46

QUEST GIVER: **Phidias**

PREREQUISITE: Complete ***Art Leading Life***

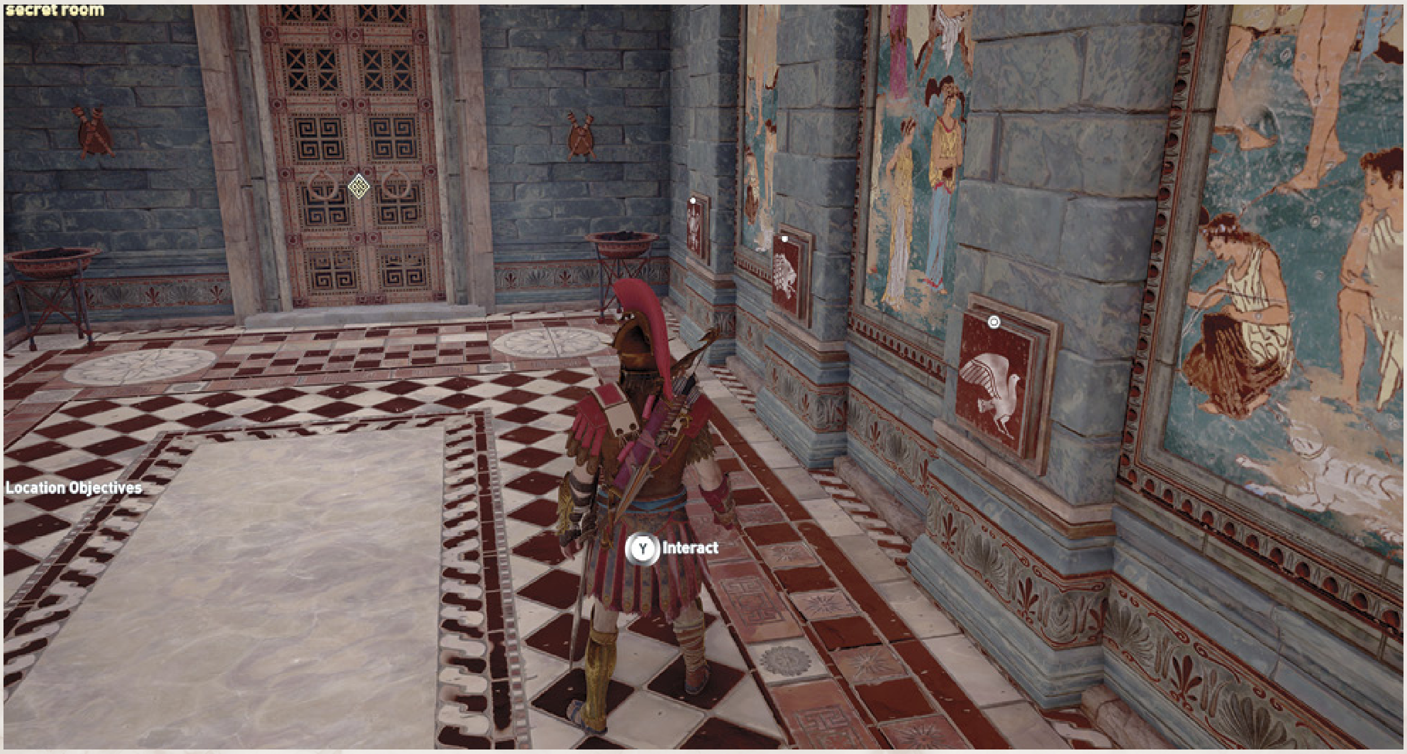
UNLOCKS: N/A

LOCATION: **Phidias's Workshop in Valley of Olympia, Elis**

REWARD: **Medium drachmae, medium XP, epic head armor (Hunter's Hood)—from chest**

STORY: **After Phidias's murder, you set off to solve the clues he had you find. It is your hope that completing the puzzle will avenge your lost friend.**

Loot the body inside the workshop to receive the **scytale** quest item. Find the secret room at the Ancient Stronghold in Sky Fall Lake, Lemnos Island. Fight your way into the big temple at the back of the stronghold. Now you must solve the puzzle to open the door. Go to your Inventory and bring the cursor over the Scytale found in the Quest Items section. Note the four symbols and then interact with the symbols on the walls of the back room in the same order as found on the Scytale. This unlocks the door. Enter the secret room and loot the chest.



The Blood Fever

RECOMMENDED LEVEL: 2

QUEST GIVER: Phoibe

PREREQUISITE: Complete *Debt Collector* (main quest)

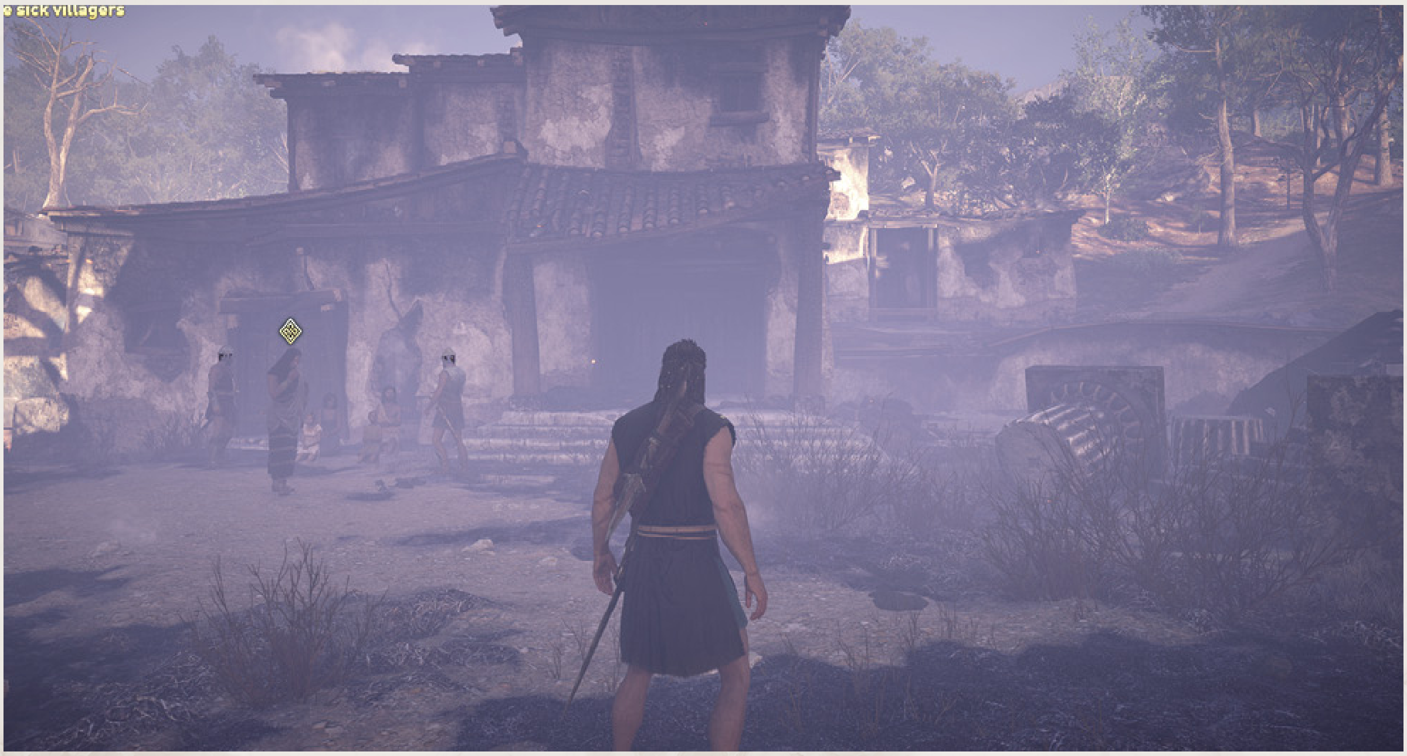
UNLOCKS: N/A

LOCATION: Near Markos's esates, Kephallonia Islands

REWARD: Low drachmae, low XP

STORY: When sickness spread in Kausos, many fell victim to its sweep. The only way to stop the spread, says a priest, is to kill any and all survivors.

Find Phoibe near Markos's estates. She wants you to help out a sick family at the Village of Kausos in Cursed Valley of Pali. Choose to fight the priest and two more soldiers, or kill the villagers. This has big consequences down the road, so consider your choice wisely.



SPARRING WITH ROXANA

RECOMMENDED LEVEL: 18

QUEST GIVER: Roxana

PREREQUISITE: Discover Hydrea Island

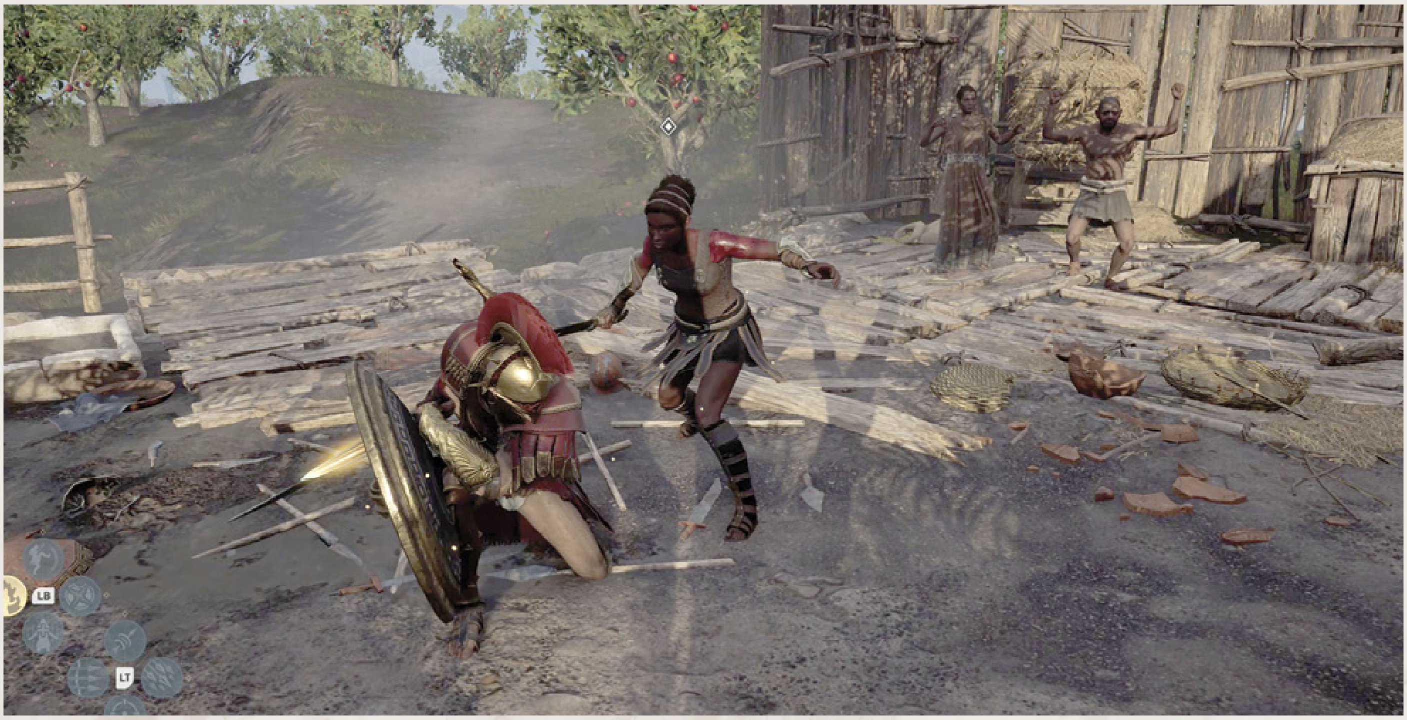
UNLOCKS: Archery Practice

LOCATION: Hydrea Apple Farm in Eros Grove, Hydrea Island

REWARD: Low drachmae, rare arms armor (Training Gauntlets), medium XP

STORY: When the fierce warrior Roxana met you, she knew she had found the perfect training partner for the Battle of One Hundred Hands.

Roxana has three training sessions planned for you; the first is a sparring match against her. Note that if you complete Drakios's tournament beforehand, these quests are unavailable. After winning the sparring match you are given a choice follow her to the next training location.



Roxana

Archery Practice

ARCHERY PRACTICE

RECOMMENDED LEVEL: 18

QUEST GIVER: Roxana

PREREQUISITE: **Complete Sparring with Roxana**

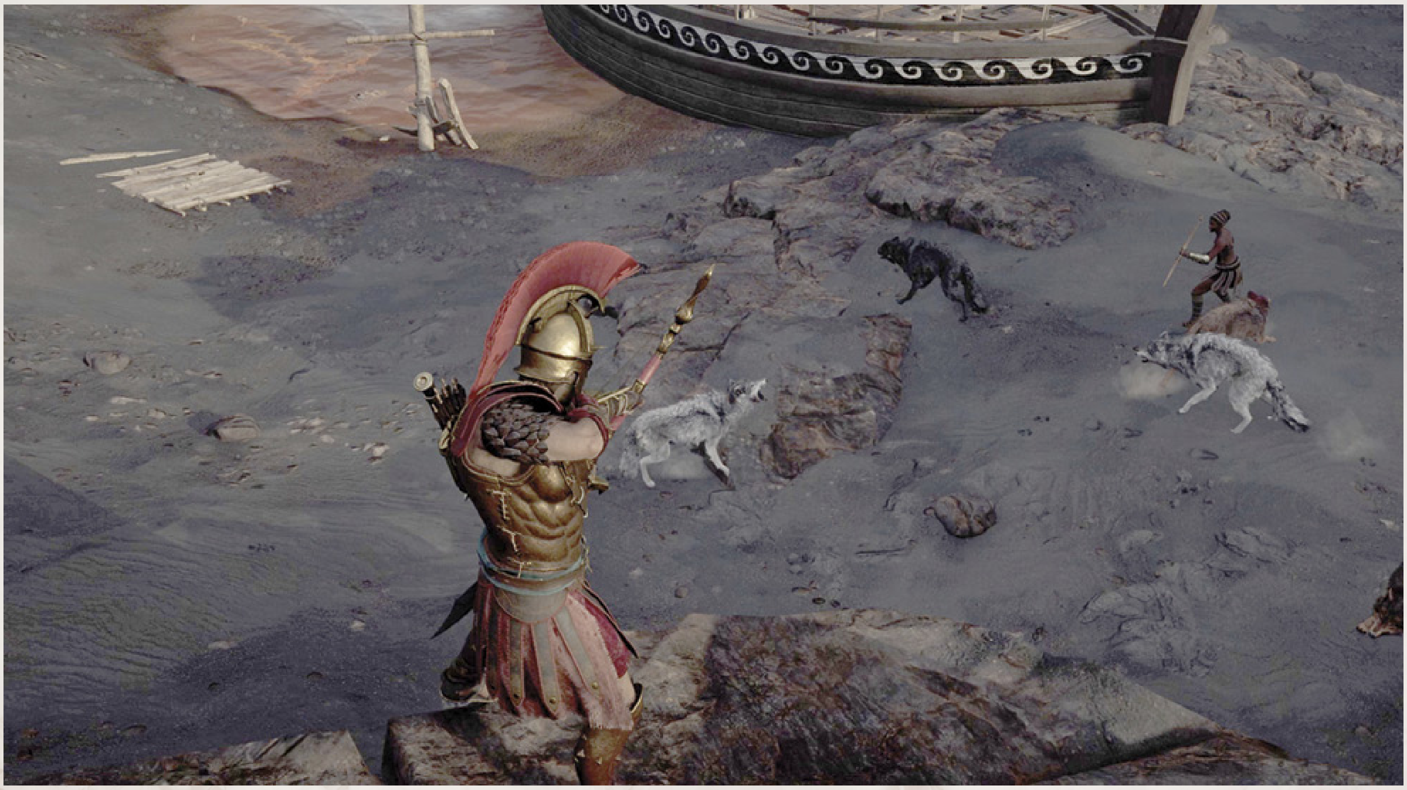
UNLOCKS: Foot Race

LOCATION: **Hydrea Apple Farm in Eros Grove, Hydrea Island**

REWARD: **Medium drachmae, rare bow (Wolf-Hunting Bow), medium XP**

STORY: **Roxana knows that to win the Battle of One Hundred Hands, a diverse mix of skills is required. One of these skills is archery.**

The second training involves archery, but it is not mandatory. Assist Roxana with killing the eight wolves near the shipwreck. If you did not follow Roxana in the previous quest you will find her waiting for you at the shipwreck to the north of her house. Talk to Roxana to start the training. Pick the wolves off from a safe distance for as long as possible before moving in to help Roxana. It is possible to flee the wolves and climb the nearby rocks, forcing Roxana to do all the work. She will be disappointed if she kills more wolves than you or you use any other means other than bow to kill the wolves, but you still receive your reward.



Foot Race

RECOMMENDED LEVEL: 23

QUEST GIVER: **Roxana**

PREREQUISITE: Complete **Archery Practice**

UNLOCKS: N/A

LOCATION: **Hydrea** Apple Farm in Eros Grove, **Hydrea** Island

REWARD: Medium drachmae, rare legs armor (Racing Greaves), medium XP

STORY: A champion needs not just brute strength combat skills but also lightness of foot. To test you, **Roxana** challenges you to a foot race.

Win a foot race against Roxana all the way up to Lover's Leap. Cut corners whenever possible to get the better of Roxana, but even if you lose, you receive your reward. You will be given an option to romance Roxana during the cut scene. If you choose to romance her this will avoid a fight with Roxana and allow you to recruit her during Drakios's quest.

They Just Want Cruelty

They Just Want Cruelty

RECOMMENDED LEVEL: 27

QUEST GIVER: Skoura

PREREQUISITE: Talk to Skoura or Maion to begin the quest

UNLOCKS: ***Heroes of the Arena***

LOCATION: **Arena in Pirate Point, Pephka**

REWARD: **Epic leg armor (Greaves of the Arena), medium drachmae, low XP**

STORY: **The leaders of the Arena in Pephka challenged you to compete in a series of brutal bouts. To the winners: honor, glory, and drachmae. To the losers: death.**

Talk to Skoura at the Arena. He offers six opponents at the Arena, including a mercenary. Defeat the following five opponents to complete this quest:

- **Klaudios, the King of the Bandits (level 22)**
- **Belos, the Beast of Sparta (level 29)**
- **Evanthe, the Huntress (level 36)**
- **Titos, the Rock of Athens (level 43)**
- **Vasilis, the King of the Arena (level 50)**

Once finished, you can talk to Praxis to fight any of the five opponents again at level 50, any nearby mercenaries, or a ”mystery opponent.”

Arena
a is located along the northern
of Pephka
n a cove of Pirate Point, east of
Rest
entioned following the shipwrecks
e coast

HEROES OF THE ARENA

RECOMMENDED LEVEL: 27

QUEST GIVER: Skoura

PREREQUISITE: Complete ***They Just Want Cruelty***

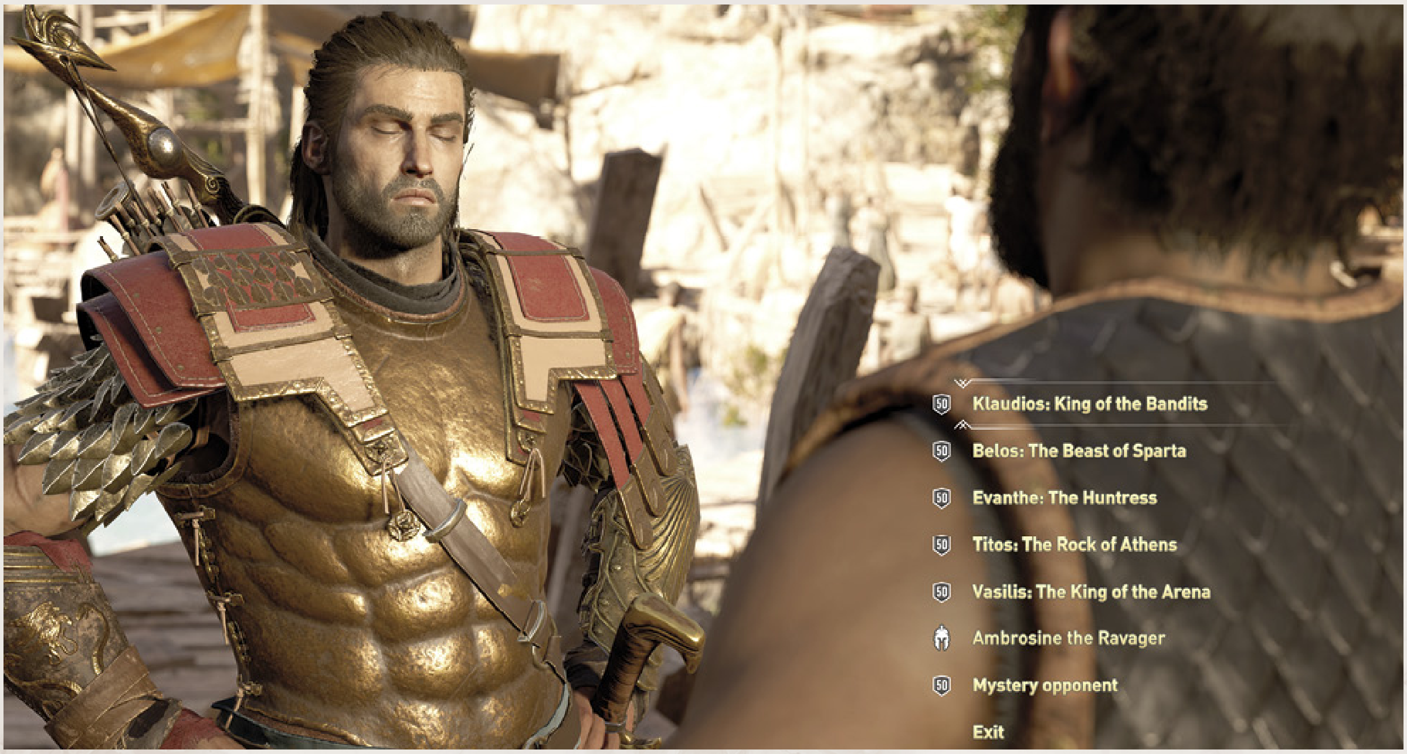
UNLOCKS: N/A

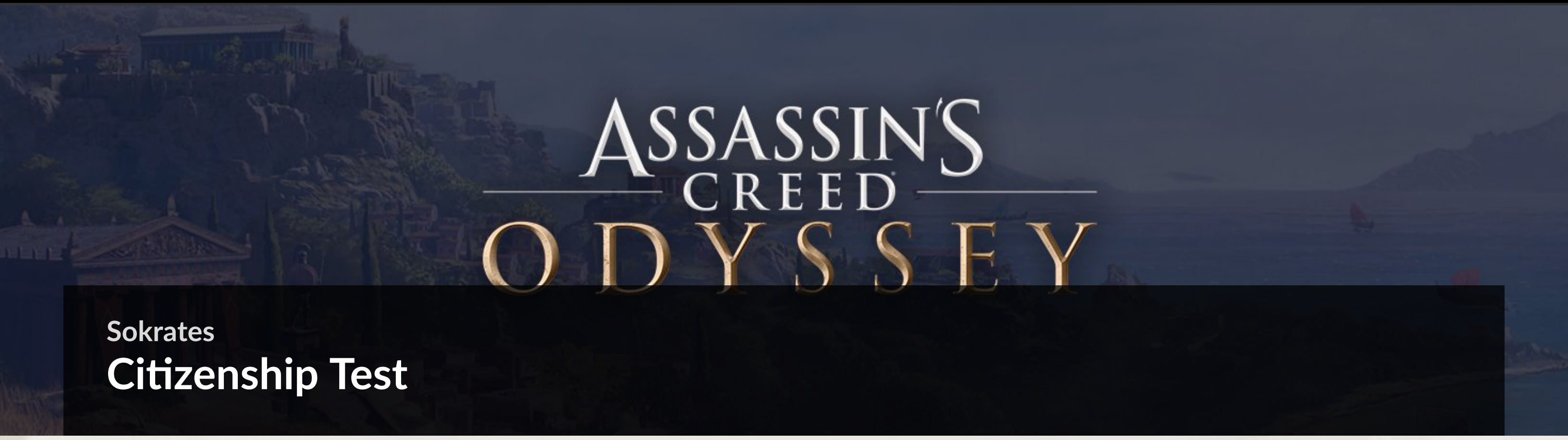
LOCATION: Arena in Pirate Point, Pephka

REWARD: Epic spear (Skoura's Spear), medium drachmae, high XP

STORY: You, now the reigning champion of the Arena, are surprised by Skoura's offer to fight one last mystery opponent who is said to be the best fighter in the Arena's history.

Choose the mystery opponent to begin a dialogue between you and Skoura. No matter what, this ends in a fight against the old leader of the Arena. Defeat Skoura, the Hero of the Arena, to complete the quest. You can still return to the Arena after this quest and talk to his replacement, if you wish to fight any of the opponents again or any nearby mercenaries.


Klaudios: King of the Bandits
Belos: The Beast of Sparta
Evanthe: The Huntress
Titos: The Rock of Athens
Vasilis: The King of the Arena
Ambrosine the Ravager
Mystery opponent
Exit



Sokrates

Citizenship Test

CITIZENSHIP TEST

RECOMMENDED LEVEL: 15

QUEST GIVER: **Alkibiades**

PREREQUISITE: **Complete *The Symposium***

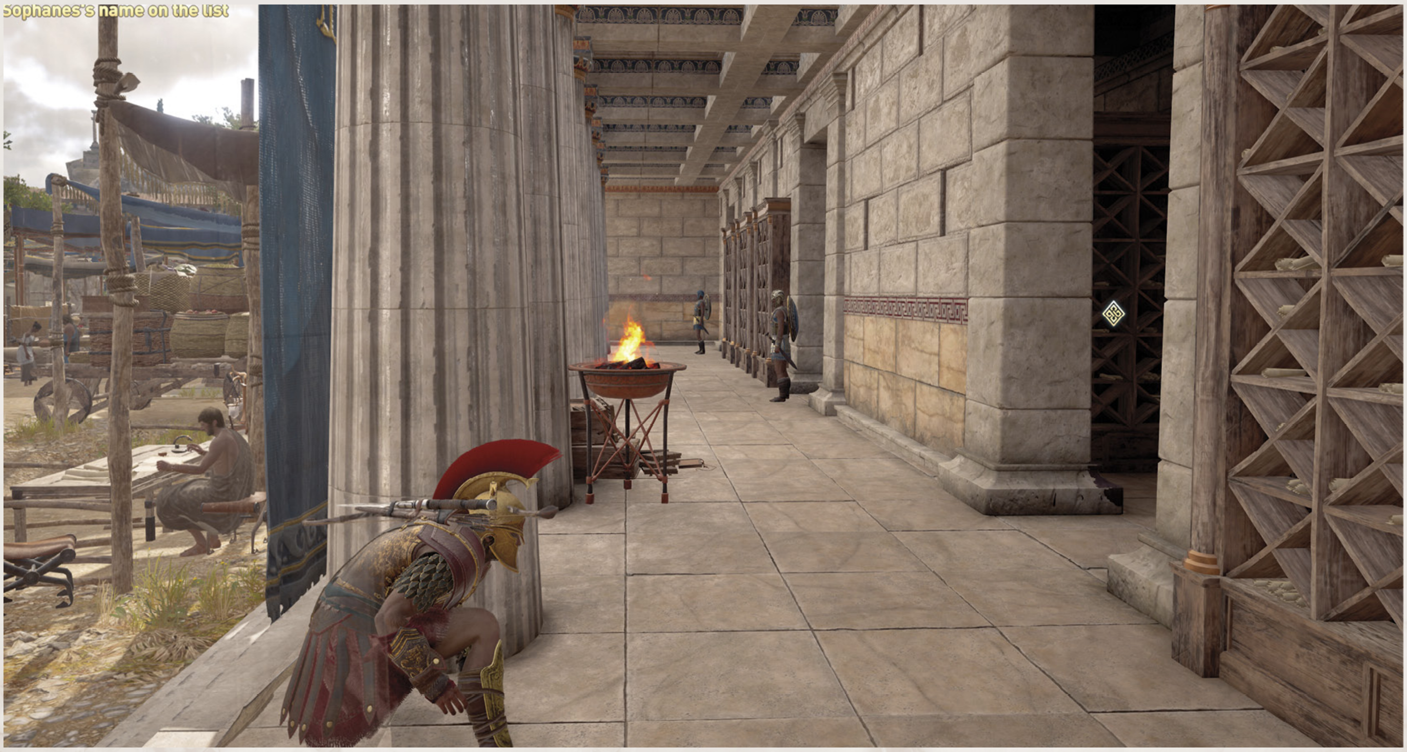
UNLOCKS: ***Witness Him***

LOCATION: **Near Temple of Hephaistos in Greater Athens, Attika**

REWARD: **Low drachmae, rare waist armor (Agora Belt), low XP**

STORY: **You found Alkibiades speaking with Sokrates. Apparently, a man named Sophanes wants to become an Athenian citizen but needs your help in doing so.**

Head over to the Agora of Athens and note the pair of soldiers that guard the target building. They alternate between which one guards the room you need. Fortunately, the opening to the left leads to the same room. When they have shifted to the right, sneak in. You can also pull them into the neighboring rooms and kill them, but it is not necessary. The second guard may find a body left inside the other rooms, so work quickly or kill them both. Watch for other guards that may roam into the area. Forge Sophanes's name on the list and return to Alkibiades.



Witness Him

RECOMMENDED LEVEL: 15

QUEST GIVER: Alkibiades

PREREQUISITE: Complete *Citizenship Test*

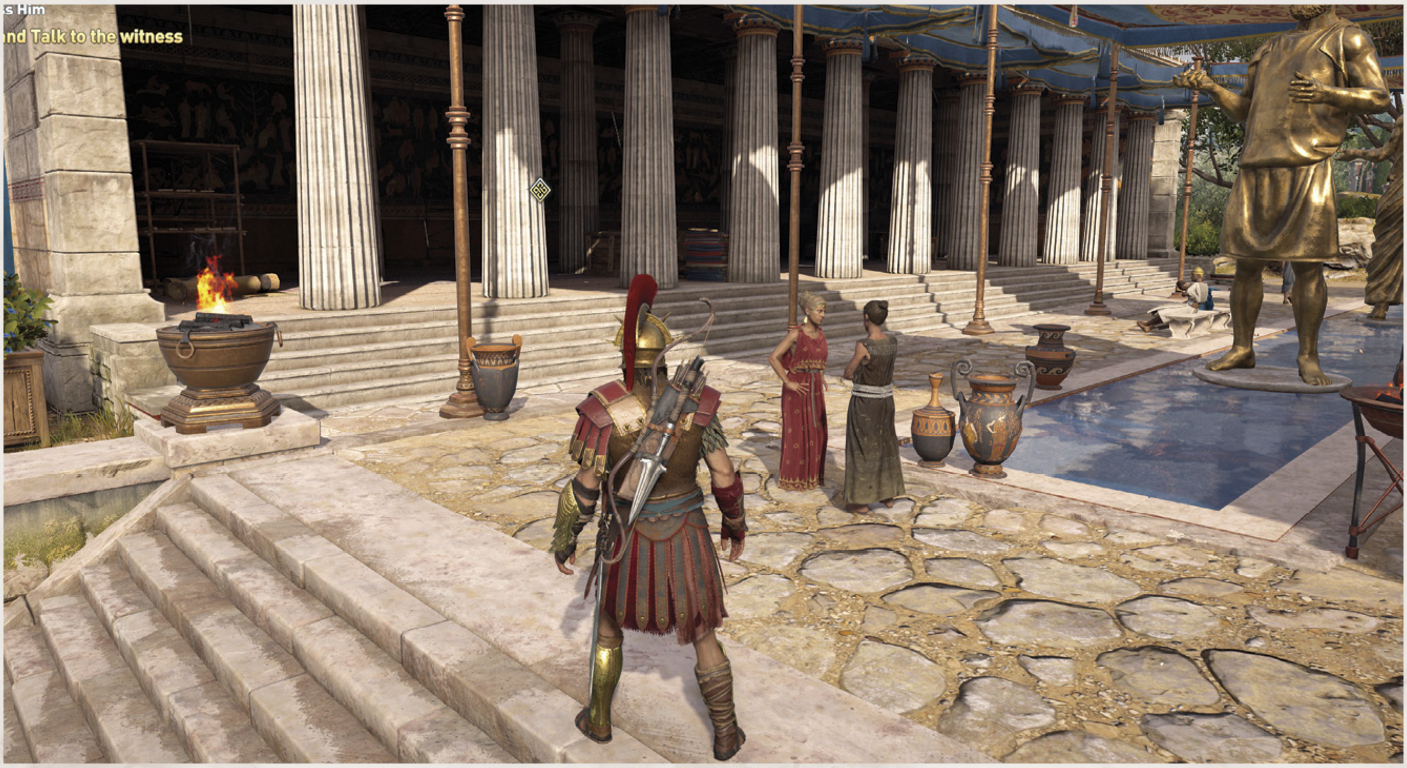
UNLOCKS: *Free Speech*

LOCATION: Near Temple of Hephaistos in Greater Athens, Attika

REWARD: Medium drachmae, rare heavy blunt weapon (Mace of Justice), medium XP

STORY: After you placed Sophanes's name on the citizen list, Alkibiades said the task wasn't complete. Apparently, you have to also convince a witness to claim Sophanes is a true citizen.

Now you need to find and talk to the witness, also found at the Agora, north of Athens Mint. You are presented with three choices: threaten the witness (chase him down and defeat him), pay the witness (200 drachmae), or decide to not do it based on the new information. No matter what you choose, return to Alkibiades for your reward.



FREE SPEECH

RECOMMENDED LEVEL: 15

QUEST GIVER: Aristophanes

PREREQUISITE: Complete *Witness Him*

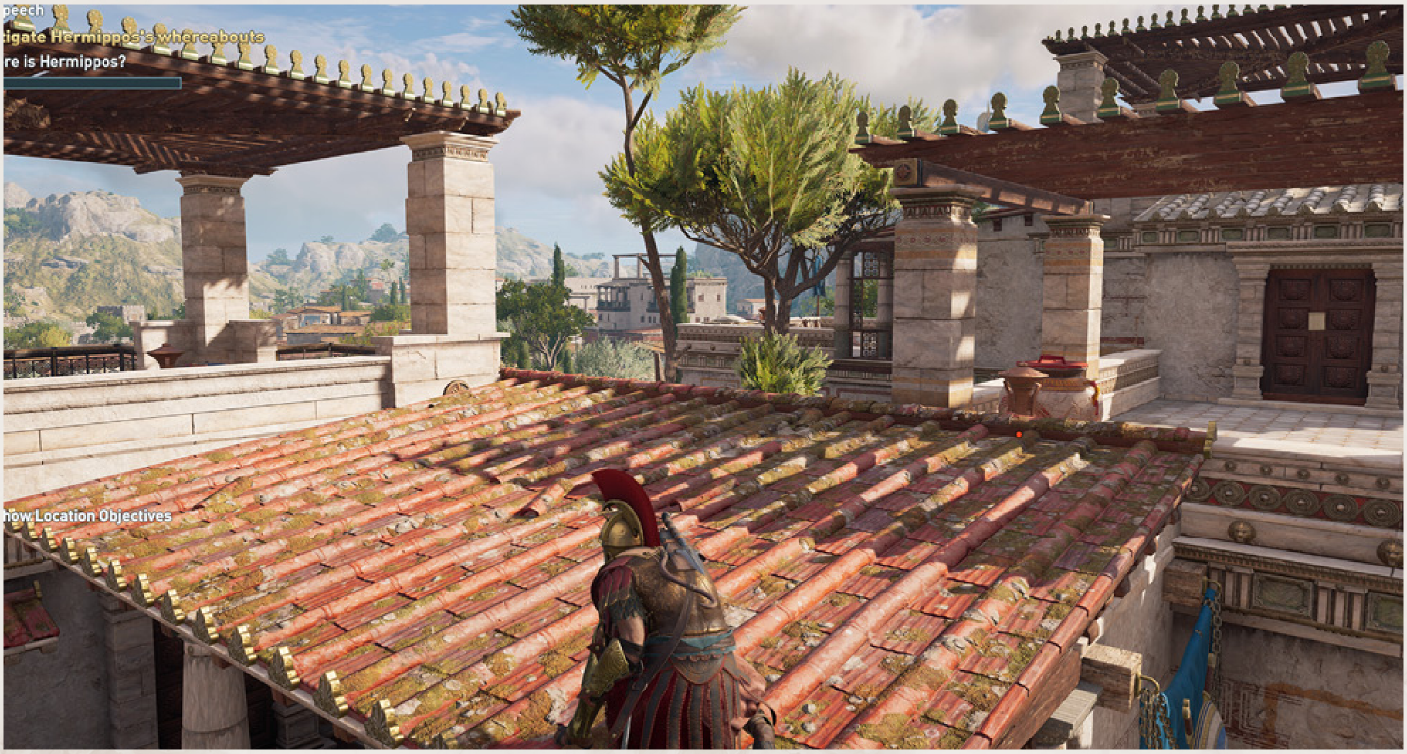
UNLOCKS: *On a High Horse*

LOCATION: Akropolis Sanctuary in central Greater Athens, Attika

REWARD: Medium drachmae, rare legs armor (Greaves of Conspiracy), medium XP

STORY: Aristophanes had a difficult time convincing Sokrates that Hermippos shouldn't be allowed to speak freely. With your help, he hopes to find Hermippos and confront him.

Find Hermippos at his villa (Hermippos's Residence in northern Greater Athens). Investigate his whereabouts by interacting with the three clues on the roof terraces: a mask, notes on the door, and money. Five soldiers, including a captain, guard the residence, though they tend to remain on the lower level. Return to Aristophanes.



Sokrates

On a high Horse

ON A HIGH HORSE

RECOMMENDED LEVEL: 15

QUEST GIVER: Sokrates

PREREQUISITE: Complete *Free Speech*

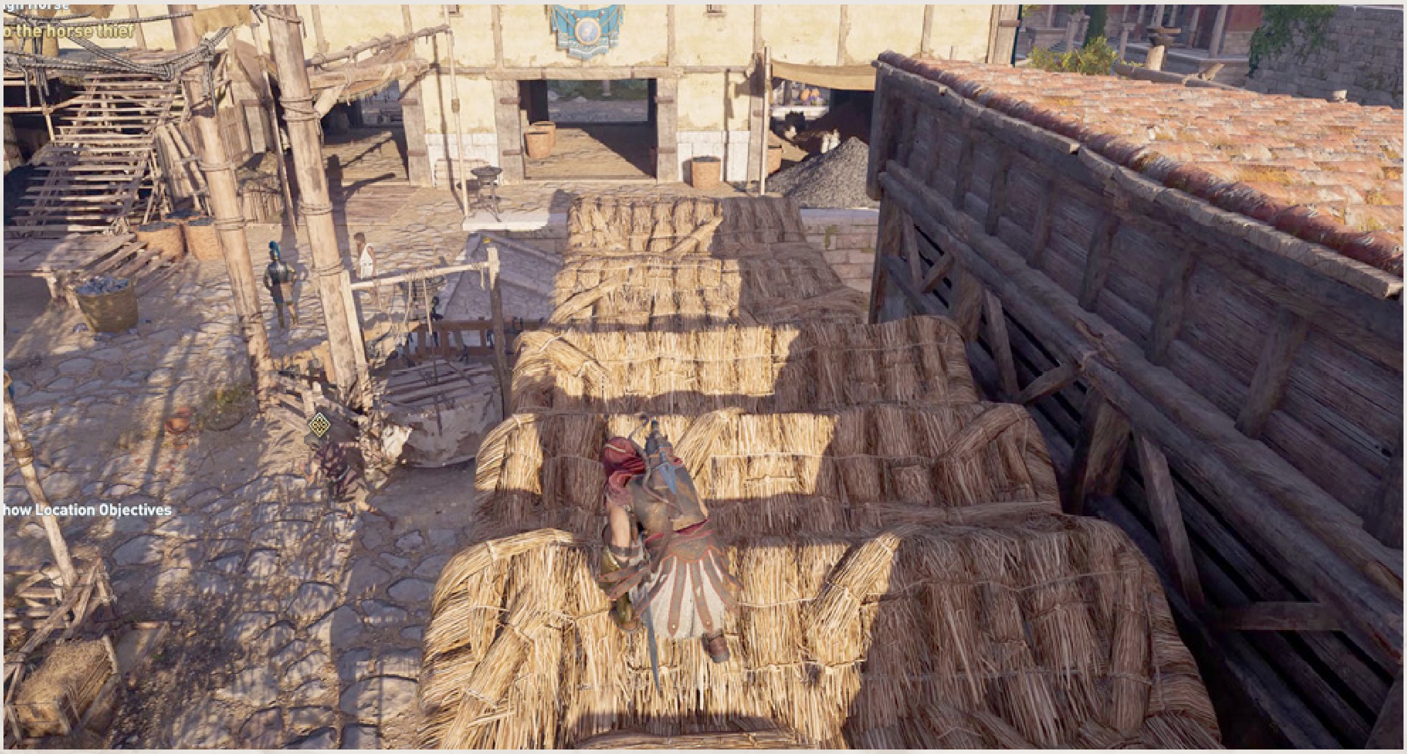
UNLOCKS: *A Life's Worth*

LOCATION: Northeast Port of Piraeus, Attika

REWARD: Medium drachmae, rare torso armor (Athenian Tunic), high XP

STORY: Sokrates caught a man stealing a horse and wants you to decide what to do with him. As always with Sokrates, the outcome isn't going to be as simple as it seems.

Sokrates wants you to speak to a horse thief at the Piraeus Workshop, just south of the starting location. The workshop is well guarded, but you can slip in and talk to the thief. The thief runs, so you must catch him to talk to him. Watch out for guards as you proceed; they will come after you. The thief flees after your conversation, but you should return to Sokrates for the quest conclusion. There you can decide if the thief should be allowed to keep the horse or if he should be punished for his crime.



A Life's Worth

RECOMMENDED LEVEL: 16

QUEST GIVER: Phaidon

PREREQUISITE: Complete ***On a High Horse***

UNLOCKS: N/A

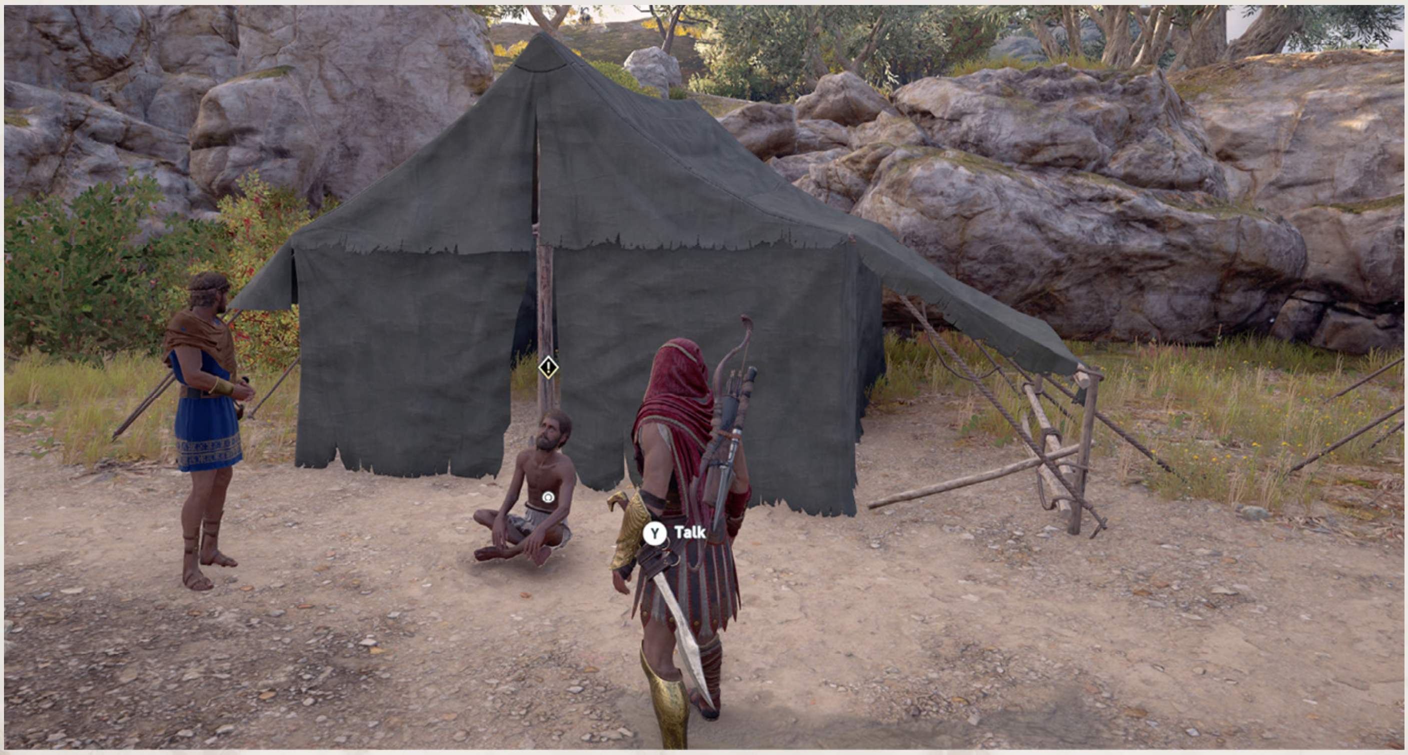
LOCATION: Lavrio in Silver Mountain, Attika

REWARD: Low drachmae, epic staff (Staff of Knowledge), high XP

STORY: You come across a slave who says he paid his master for his freedom but wasn't given it. He begs you for help in getting justice.

Presented with a new quandary, you are sent to talk to a slave, southeast of Lavrio. Next, talk to his slave master on the ledge above. He asks that you kill a woman. You may have already met this woman in a series of quests. You will find her on Kephallonia island (southern Ithaka) or at her father's estate in eastern Valley of King Lelex, Megaris. There is also a chance that she is aboard your ship. Note that killing her could keep you from participating in her quests.

Return to the slave master and tell him whether she is dead or not. He will know if you are lying and will attack if you do so. He will also attack if you decline to kill the woman. If you have hired her to your ship crew, you automatically tell the slave master the woman is dead, and he believes you. Keep in mind that this woman offers a series of quests and the slave master is a member of the cult.



The Sokratic Method

RECOMMENDED LEVEL: 25

QUEST GIVER: Sokrates

PREREQUISITE: Complete ***Trouble in Paradise***

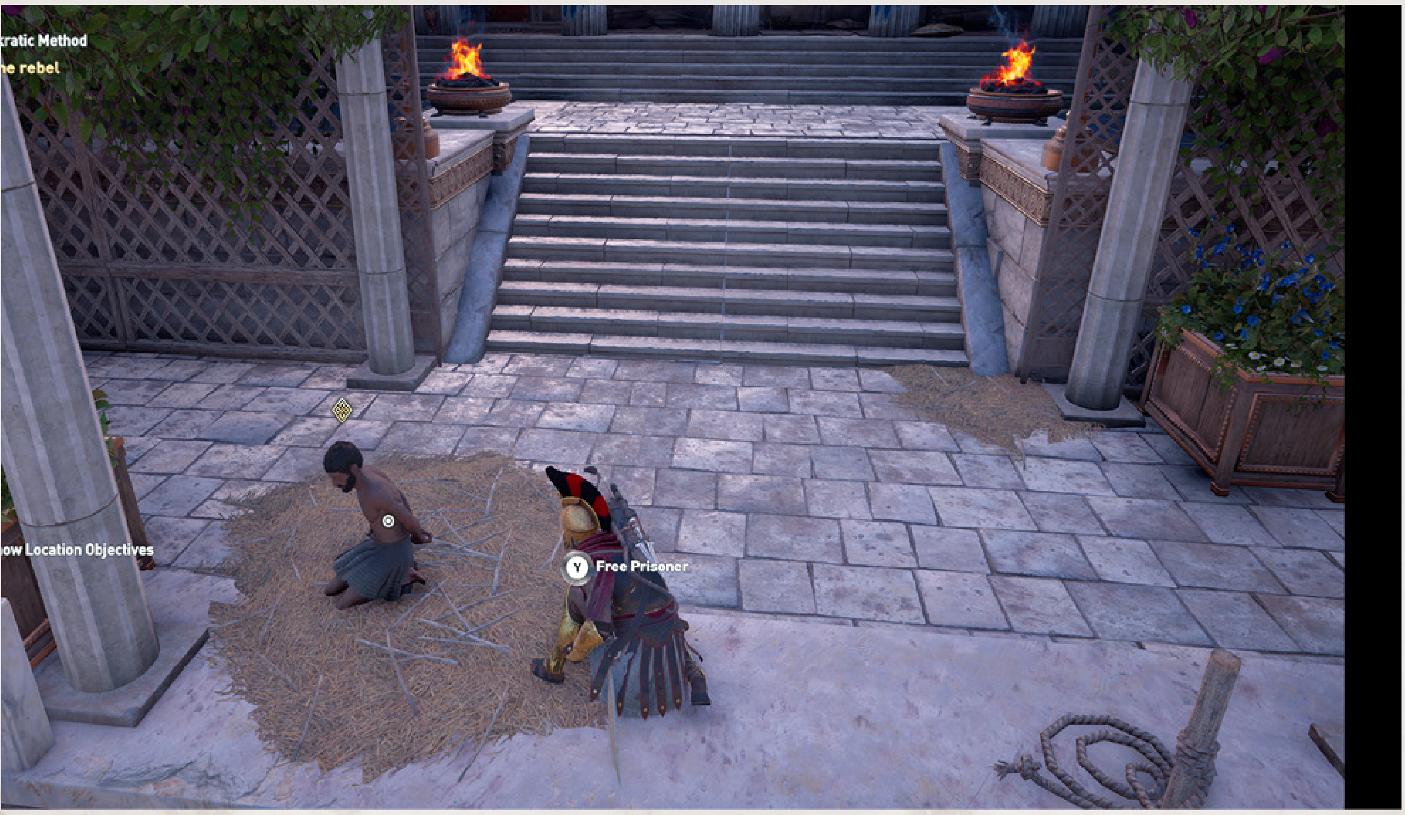
UNLOCKS: N/A

LOCATION: Sanctuary of Apollo in Birthplace of Apollo, Delos Island

REWARD: Medium XP

STORY: A rebel broke sacred laws and was sentenced to death. Did the punishment fit the crime? Did the man deserve death? What is "justice"? The infinitely wise Sokrates inspires you to find out.

Find the rebel at the Hestiatorion on the western coast of Birthplace of Apollo. He is tied up on the other side of the building, next to the water. Six guards patrol the location, though they are less active if you visit at night. It is possible to sneak around the south side of the building and avoid all enemy interactions. There may be one guard standing at the corner, but sneak behind him to avoid attracting attention. Quietly untie the rebel and sneak back off the property. Talk to him and decide whether to kill him or allow him to return to the rebellion. If you choose to kill the rebel, you must chase him down and your bounty will increase. Return to Sokrates to earn the XP.



The Thaletas Way

RECOMMENDED LEVEL: 25

QUEST GIVER: Thaletas

PREREQUISITE: Complete ***Trouble in Paradise*** and side with Thaletas (available later if you side with Kyra)

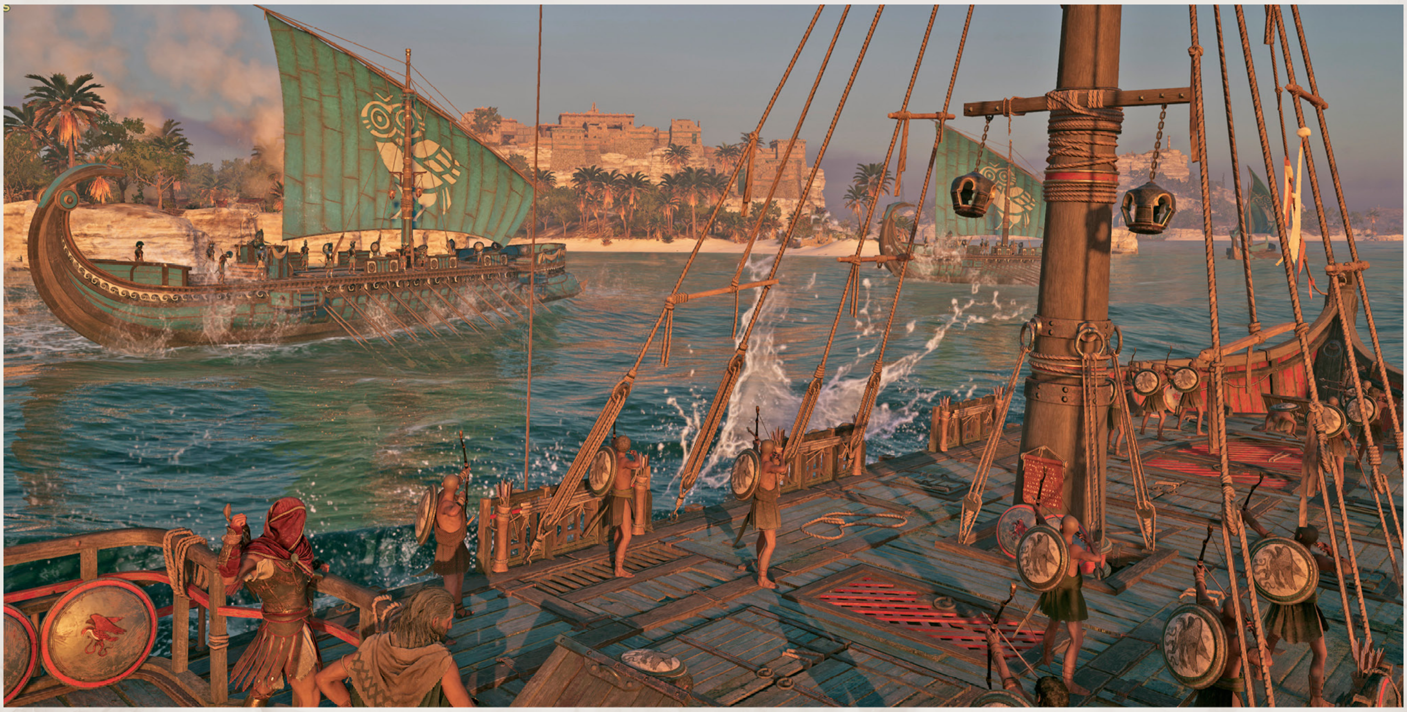
UNLOCKS: ***Paint the Sand Red***

LOCATION: Spartan camp on north beach of Artemis Hills, Mykonos

REWARD: High drachmae, medium XP

STORY: The only thing that stands between Thaletas and Spartan reinforcements is the most powerful navy in the world. So you mobilize the Adrestia to attack the impassable Athenian fleet.

Note that these two quests are classified as support quests for the rebel missions, but they are Thaletas quests. Talk to Thaletas at the Spartan camp on the northeastern beach of Artemis Hills. He requests that you destroy three Athenian ships that are blocking access to the port. Board the Adrestia and sink three ships with blue banners.If you sink more than the required amount of ships you will lower the enemy presence in the Delos Island big battle. In order to gain romance points with Thaletas, you can sail to a shipwreck to the north of Mykenos to loot Thaleta's helmet. Return to Thaletas.



PAINT THE SAND RED

RECOMMENDED LEVEL: 26

QUEST GIVER: Thaletas

PREREQUISITE: Complete ***The Thaletas Way***

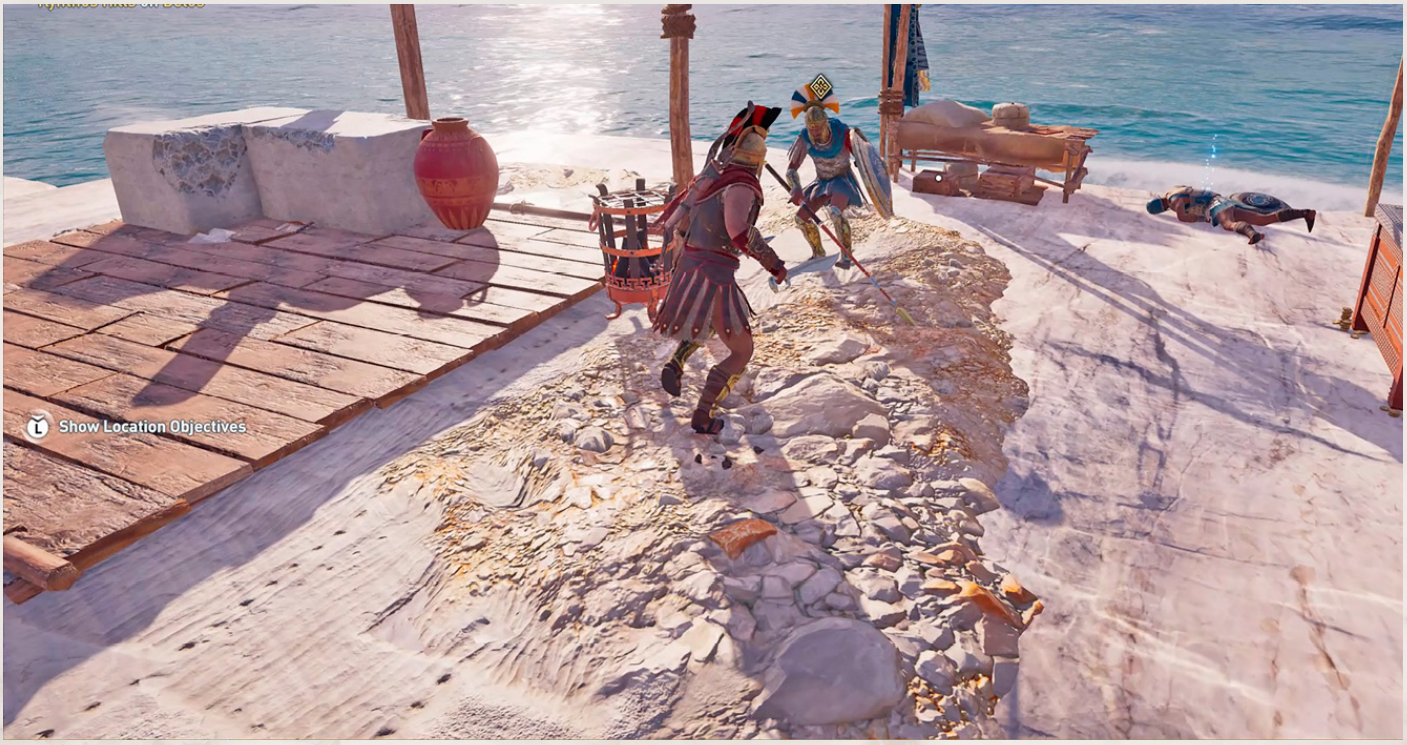
UNLOCKS: ***Hearts of War***

LOCATION: Spartan camp on north beach of Artemis Hills, Mykonos

REWARD: High drachmae, medium XP

STORY: Songs were sung of your victories at sea. But to secure a Spartan victory on land, Thaletas hands the Eagle Bearer a hit list of three Athenian polemarchs spread across the Delos islands.

Thaletas asks you to locate and kill three Athenian polemarchs: Tisandros patrols Suenites Quarry in south Tavern Point, Mykonos; Polemion stands guard at Leleges Military Camp in western Artemis Hills, Mykonos; and Neokles hides in the farmhouse at Farm of Elais in Kynthos Hill, Delos. If you can weaken the first two polemarchs before knocking them out, they can be recruited to the Adrestia. Interact with the farmhouse door to join Neokles. You are given the choice to kill him or recruit him to your ship. Return to Thaletas at the Sanctuary of Apollo in Birthplace of Apollo on Delos island.



HEARTS OF WAR

RECOMMENDED LEVEL: 25

QUEST GIVER: Thaletas

PREREQUISITE: Complete ***Paint the Sand Red***

UNLOCKS: N/A

LOCATION: Eastern shore of Birthplace of Apollo, Delos Island

REWARD: High drachmae, medium XP

STORY: When Thaletas sailed to Mykonos he expected many things. Falling in love wasn't one of them. So he invites you to his favorite spot, to show his affection the only way a Spartan knows how.

After completing Thaletas's previous quests, locate and talk to the Spartan soldier on the eastern shore of Birthplace of Apollo—look for smoke. Two objective markers appear, one on the beach and another just up the hill from there. Go to the latter point and help him defeat a couple wolves before speaking to him. Note that you still can get out of the relationship, which has an impact on the final quest with the rebels. If you pursue the romance, follow him to his favorite spot at Archegesion of Delos and talk to him. No matter who or what you believe to be beautiful, he attacks. Defeat him and then talk to him again. Even still, you have the option to cut the romance off.

BIRDS OF A FEATHER

RECOMMENDED LEVEL: 17

QUEST GIVER: Xenia

PREREQUISITE: Complete main quests *Ashes to Ashes* and *Lost and Found*

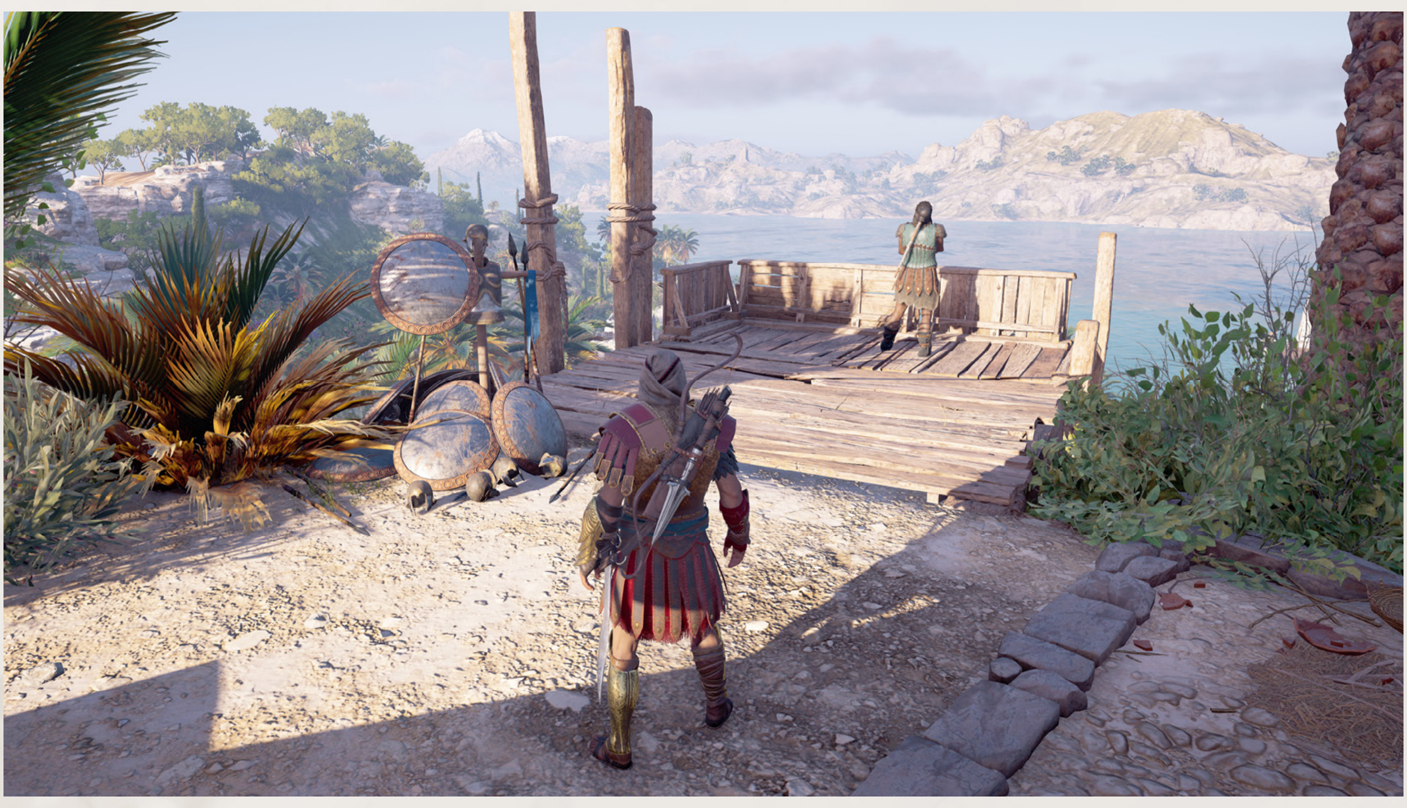
UNLOCKS: *Sacred Vows*

LOCATION: Temple of Athena Medusia in Koressia, Keos

REWARD: High drachmae, medium XP

STORY: The sultry and headstrong pirate queen of the Aegean, Xenia, tasks you with finding a lost treasure—the Golden Feather of Ajax.

Xenia requests that you acquire the **Golden Feather of Ajax** for her. She provides three treasure maps that are found in Quest Item inventory. Use these maps to find the three locations. Only one leads to the quest item, but all three result in treasure. Return the feather to Xenia.



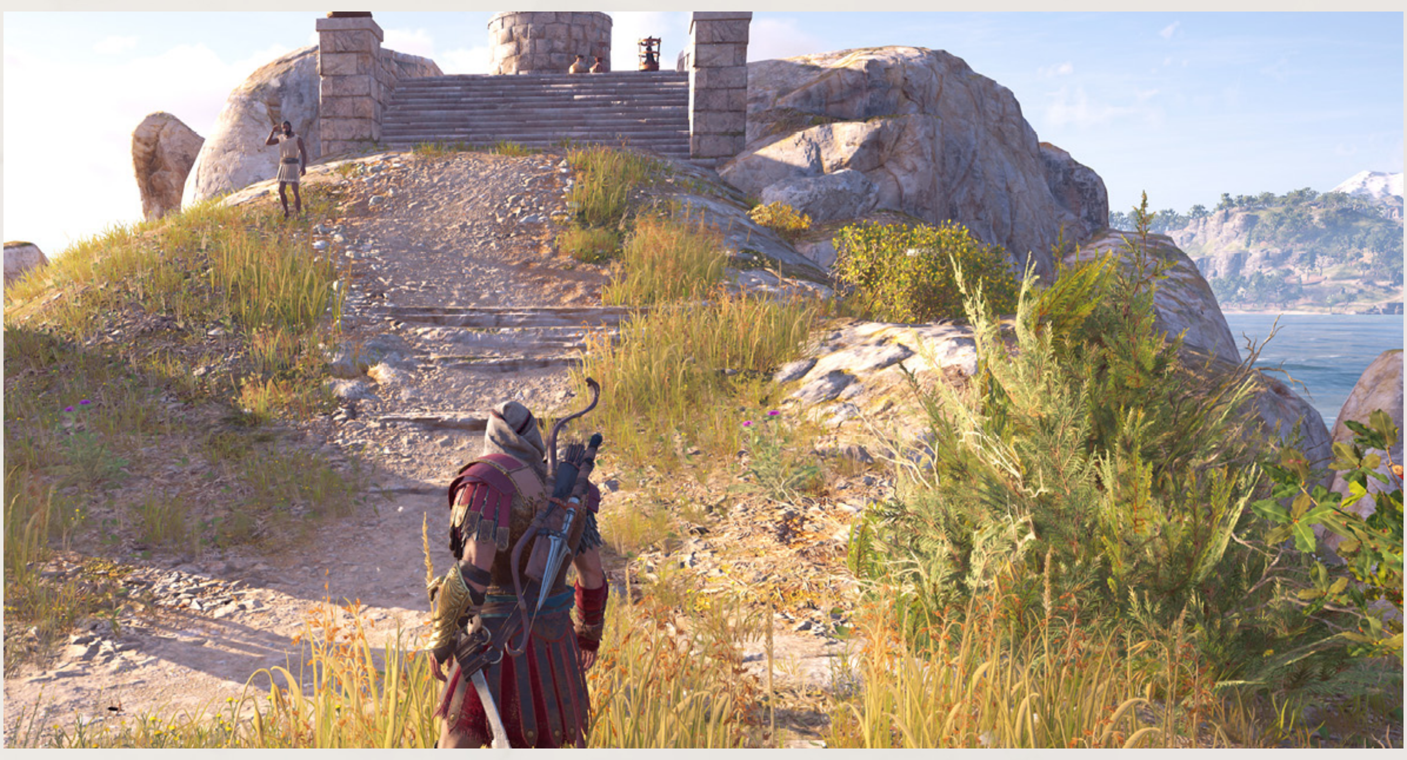
MAP TO RUMORED FEATHER LOCATION

RECOMMENDED LEVEL: 16

LOCATION: Lighthouse of the Father of Ajax on southern coast of Isle of Salamis, Attika

REWARD: High drachmae, medium XP

On the southern coast of the Isle of Salamis, explore the Lighthouse of Ajax. Interact with the clay pot on the left and then talk to the nearby caretaker. Travel to the Mycenaean Tomb of Ajax in middle of the island to find a bandit hideout. Kill the bandits and loot the Golden Feather of Ajax. Deliver the Golden Feather to Xenia.



MAP TO RUMORED FEATHER LOCATION

RECOMMENDED LEVEL: 22

LOCATION: Aigisthos Palace just off the coast of Promontory of Skylla, Argolis

REWARD: Very high drachmae, medium XP

Find the Aigisthos Palace in the channel between the Foundry of Hephaistos and Promontory of Skylla. Scan the location for sharks and treasure chests. Kill or avoid the sharks while looting the chests. The feather is not found here.

MAP TO RUMORED FEATHER LOCATION

RECOMMENDED LEVEL: 32

LOCATION: Pavlopetri off the southwest coast of Dioskouroi Peninsula, Lakonia

REWARD: Very high drachmae, medium XP

This map leads to Pavlopetri just off the southwest coast of Dioskouroi Peninsula. Scan the location for sharks and treasure chests. Kill or avoid the sharks while looting the chests. The feather is not found here.

SACRED VOWS

RECOMMENDED LEVEL: 17

QUEST GIVER: Xenia

PREREQUISITE: Complete *Birds of a Feather*

UNLOCKS: *She Who Controls the Seas*

LOCATION: Temple of Athena Medusia in Koressia, Keos

REWARD: High drachmae, medium XP

STORY: The rapacious pirate queen Xenia asks you to find a Makedonian bracelet left by a foreign dignitary for the gods at one of several sanctuaries.

Next, Xenia wishes for a **Makedonian bracelet.** Again, three treasure maps lead to possible locations of the quest item. Once the bracelet is found, deliver it to Xenia.

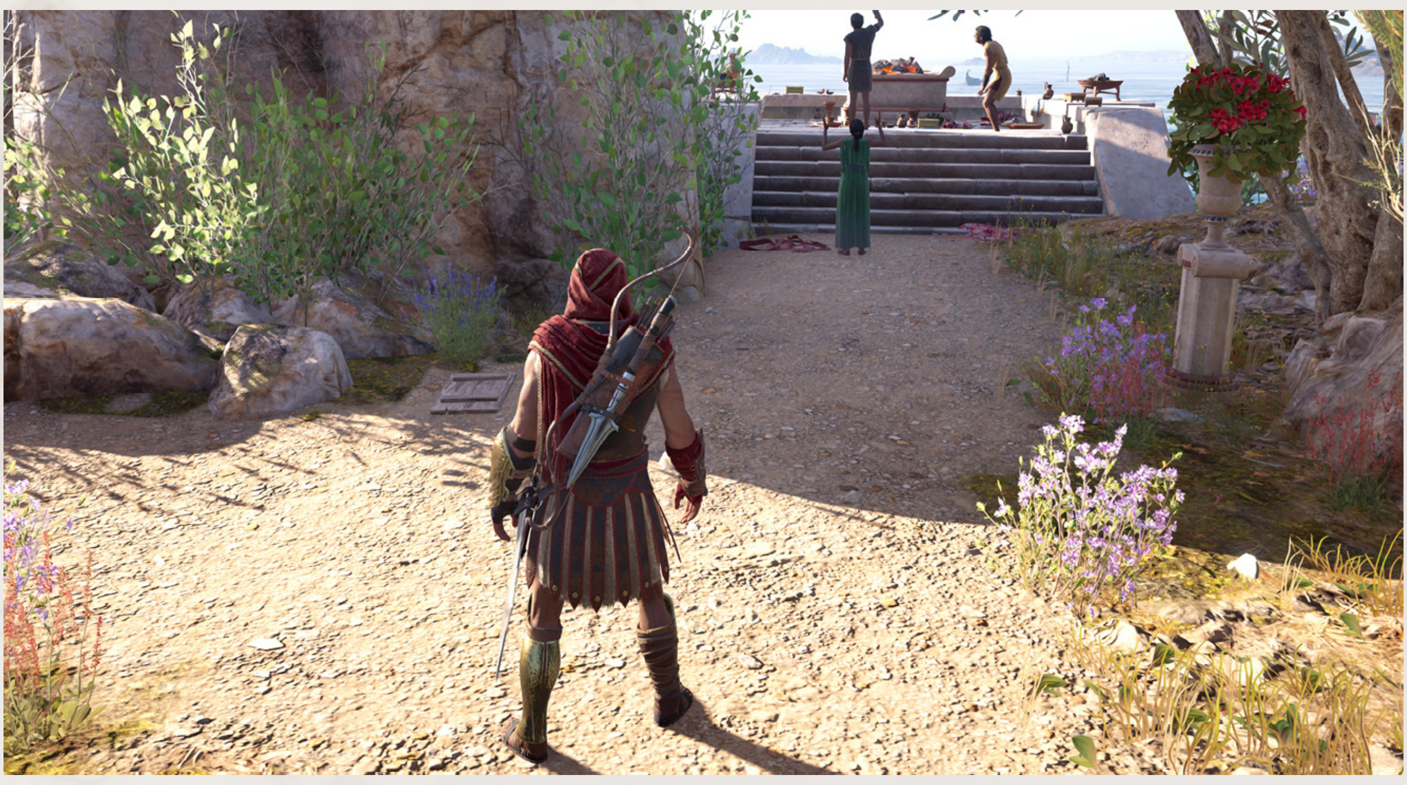
Map to Sacred Site

RECOMMENDED LEVEL: 22

LOCATION: Sanctuary of Sounion at the southern point of Cape Sounion, Attika

REWARD: High drachmae, medium XP

Explore the Sanctuary of Sounion at the southern point of Attika. Investigate the five clues along the edge of the cliff: ribbons next to the altar; a lid, flower petals, and box along the path; and the couple to the east (talk to them). Dive into the water to find the bracelet sitting on the bottom. Deliver the Makedonian bracelet to Xenia.



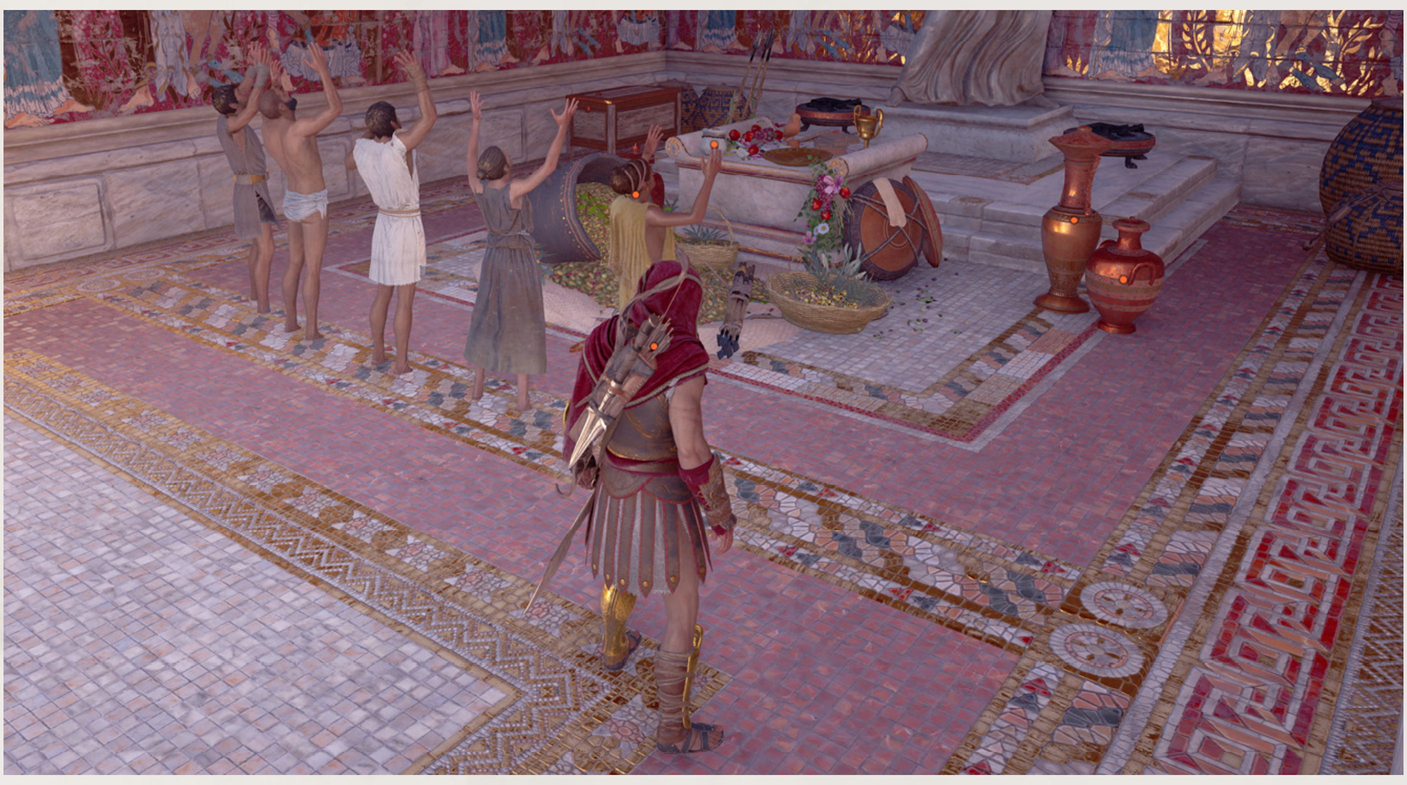
Map to Sacred Site

RECOMMENDED LEVEL: 24

LOCATION: Temple of Athena on Paros Island

REWARD: High drachmae, medium XP

Explore the Sanctuary Temple of Athena at Paros and steal the contents of the chest inside the temple. The bracelet is not found here.



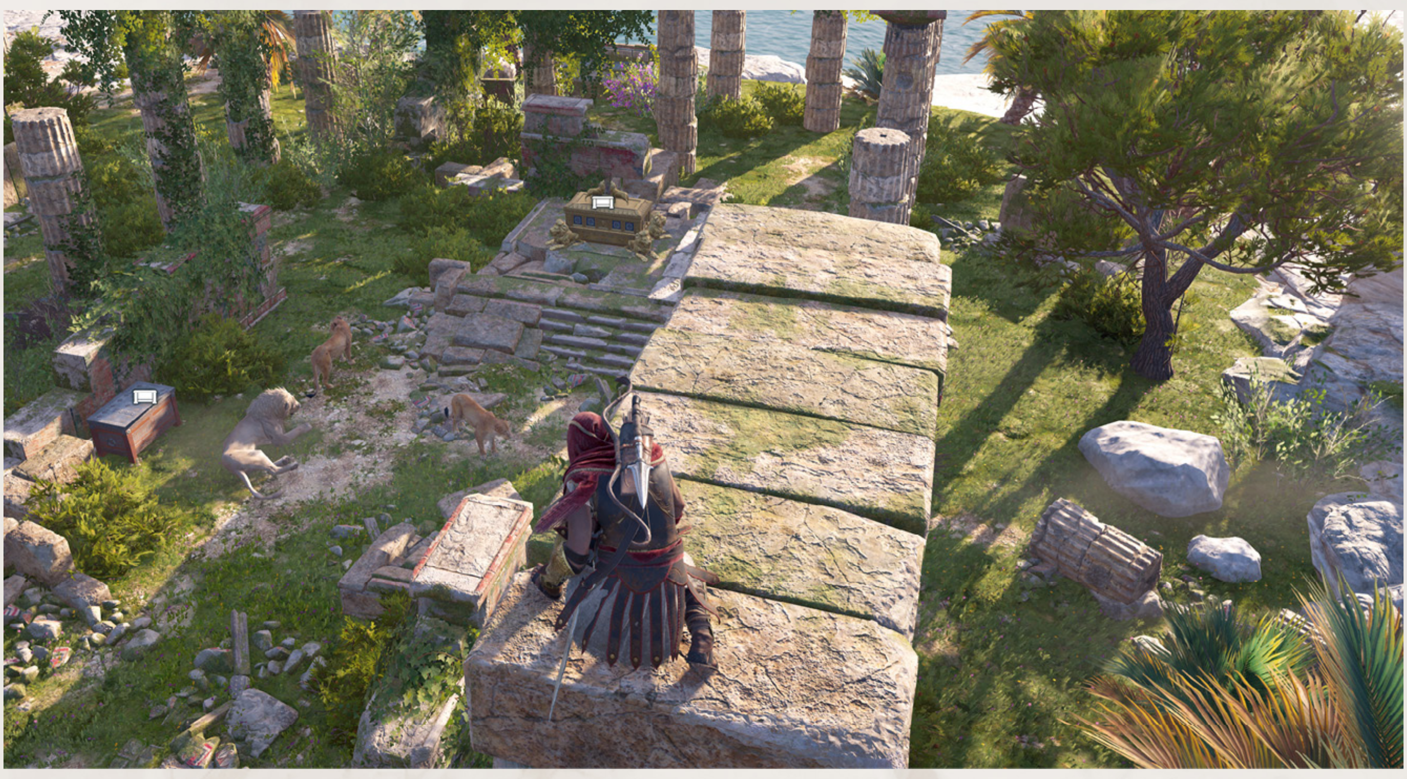
Map to Sacred Site

RECOMMENDED LEVEL: 41

LOCATION: Temple of Poseidon between Chios and Samos Islands

REWARD: High drachmae, medium XP

Explore the island of Triton on the far east side of the map, between Chios and Samos islands. A lion and lionesses roam the Temple of Poseidon ruins; pick them off from atop the pillars if you're having trouble avoiding their devastating claw attacks. Loot the two chests. The bracelet is not found here.



SHE WHO CONTROLS THE SEAS

RECOMMENDED LEVEL: 17

QUEST GIVER: Xenia

PREREQUISITE: Complete *Sacred Vows*

UNLOCKS: *Throw the Dice*

LOCATION: Temple of Athena Medusia in Koressia, Keos

REWARD: High drachmae, medium XP

STORY: The wealthy pirate queen, Xenia, offers you more riches in exchange for Triton's legendary conch shell.

Xenia wants you to acquire Triton's Shell of the Tides and again supplies three treasure maps. Use them to find the quest item and deliver it back to Xenia.

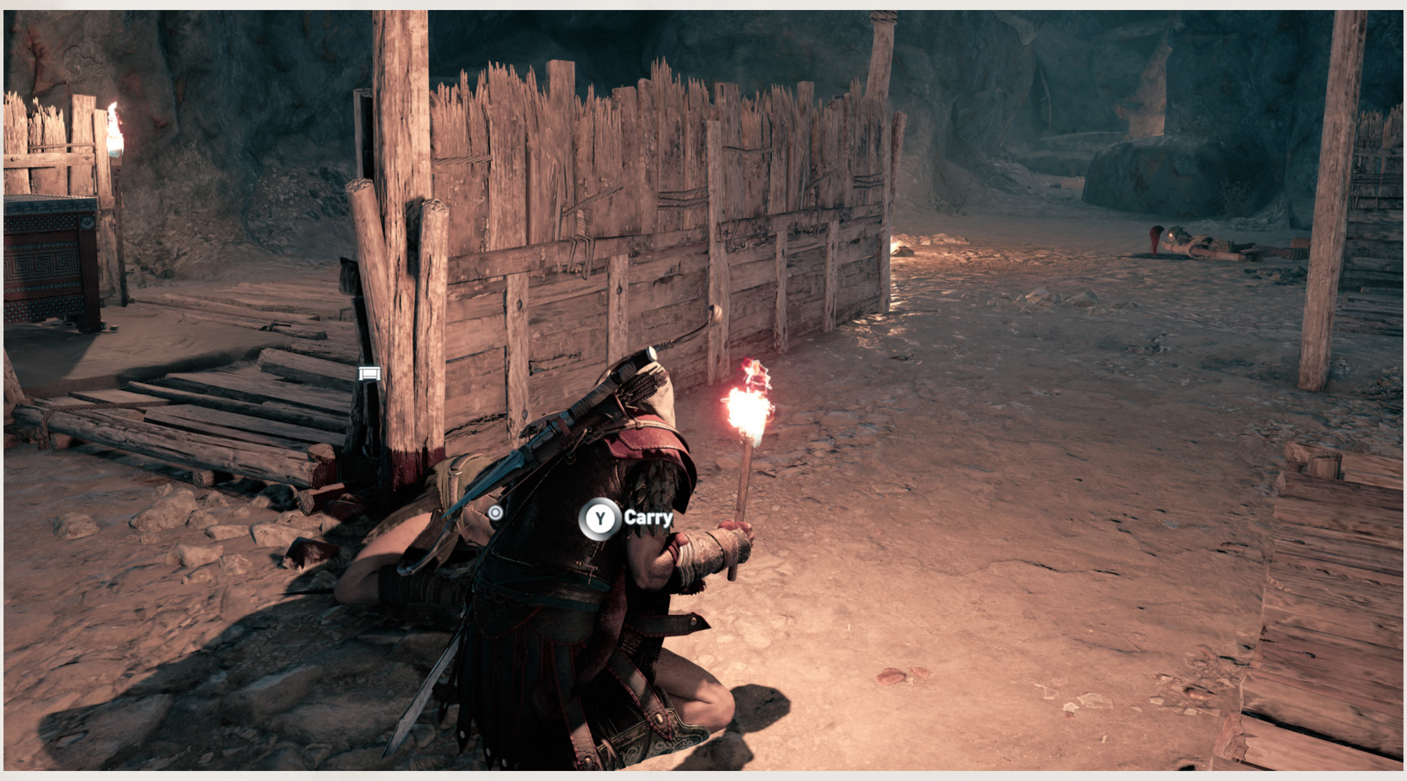
Map to Rumored Conch Shell Location

RECOMMENDED LEVEL: 15

LOCATION: Underwater Cavern in Triple Peninsula of Chalkidike, Makedonia

REWARD: High drachmae, medium XP

Travel to the underwater cave at the Triple Peninsula of Chalkidike in the region of Makedonia. There are two entrances one from the sea (dive in and enter behind you, but watch out for the shark) and another if you follow the river north. There are three treasure chests at this location. One is within the bandit base near the inland entrance, and two more sit along the cave entrance. Loot them to find **Triton's Shell of the Tides.** Take it to Xenia for your reward.



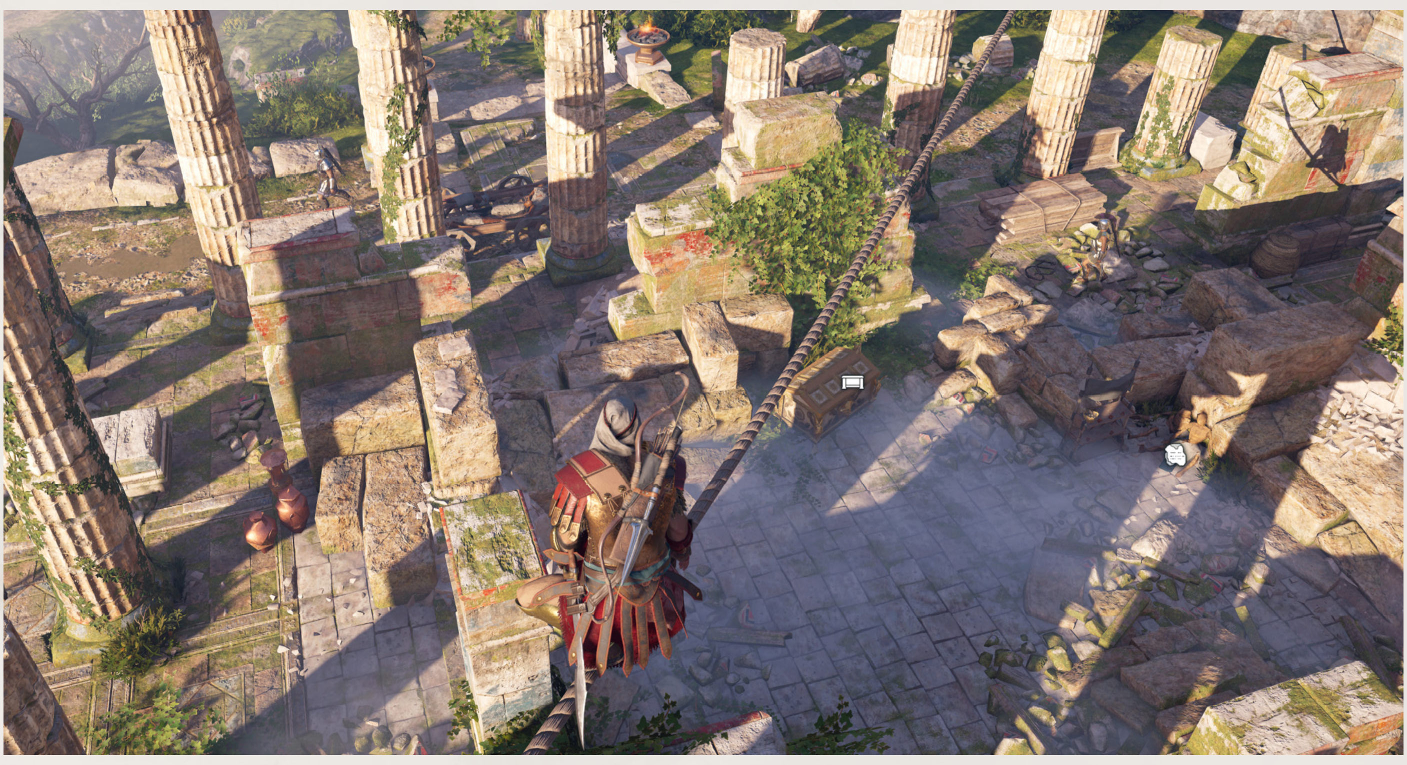
Map to Rumored Conch Shell Location

RECOMMENDED LEVEL: 20

LOCATION: Kephisos's Sanctuary Ruins in Valley of Judgment in Korinthia

REWARD: High drachmae, medium XP

At Kephisos's Sanctuary in Korinthia, explore the bandit camp. Watch out for bandits and loot the one chest. The shell is not found here.



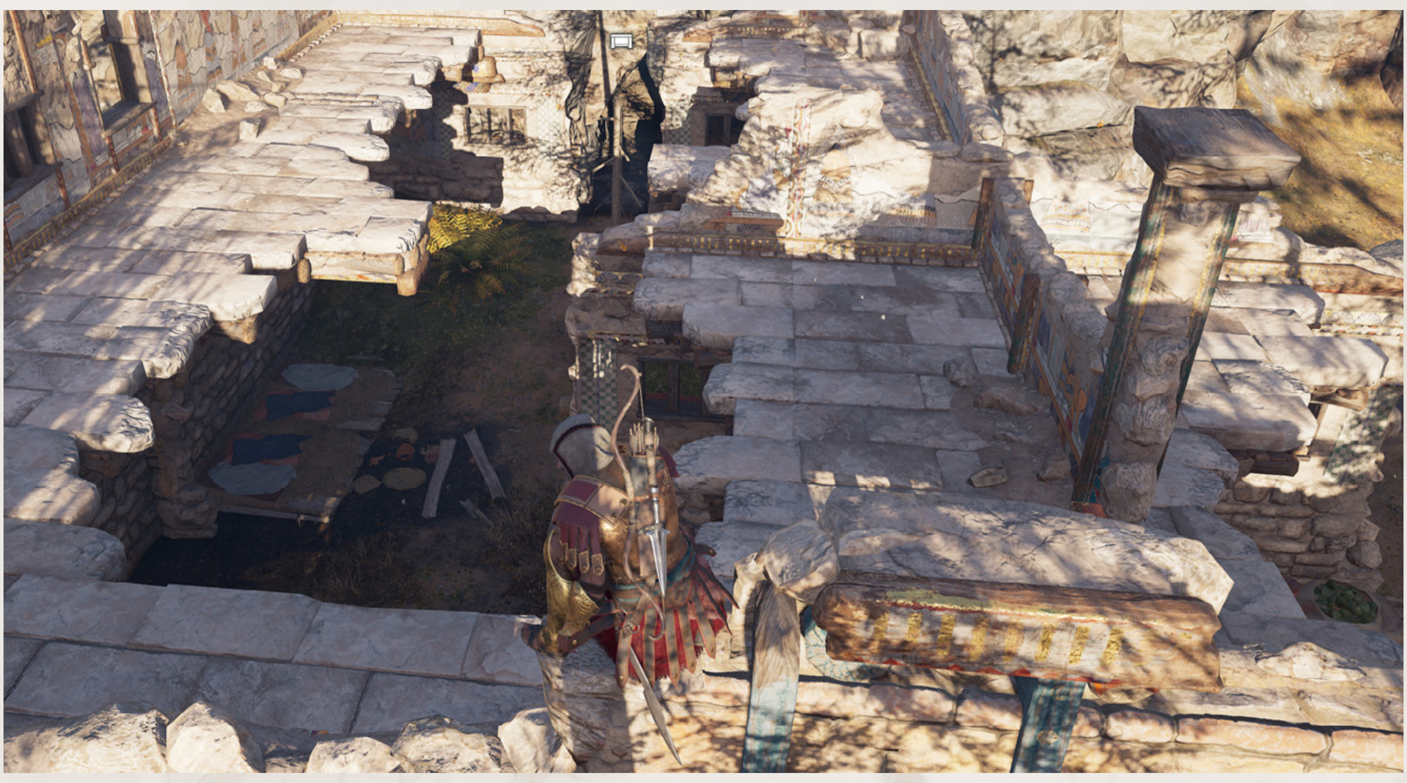
Map to Rumored Conch Shell Location

RECOMMENDED LEVEL: 13

LOCATION: Kerkopes Bandit Camp in Pandora's Cove, Malis

REWARD: High drachmae, medium XP

Explore the Kerkopes Bandit Camp in Pandora's Cove, Malis. Kill or sneak past the bandits and loot the lone chest deep inside the cave. The shell is not found here.



Throw the Dice

RECOMMENDED LEVEL: 20

QUEST GIVER: Xenia

PREREQUISITE: Complete *She Who Controls the Seas*

UNLOCKS: *Priceless Treasure*

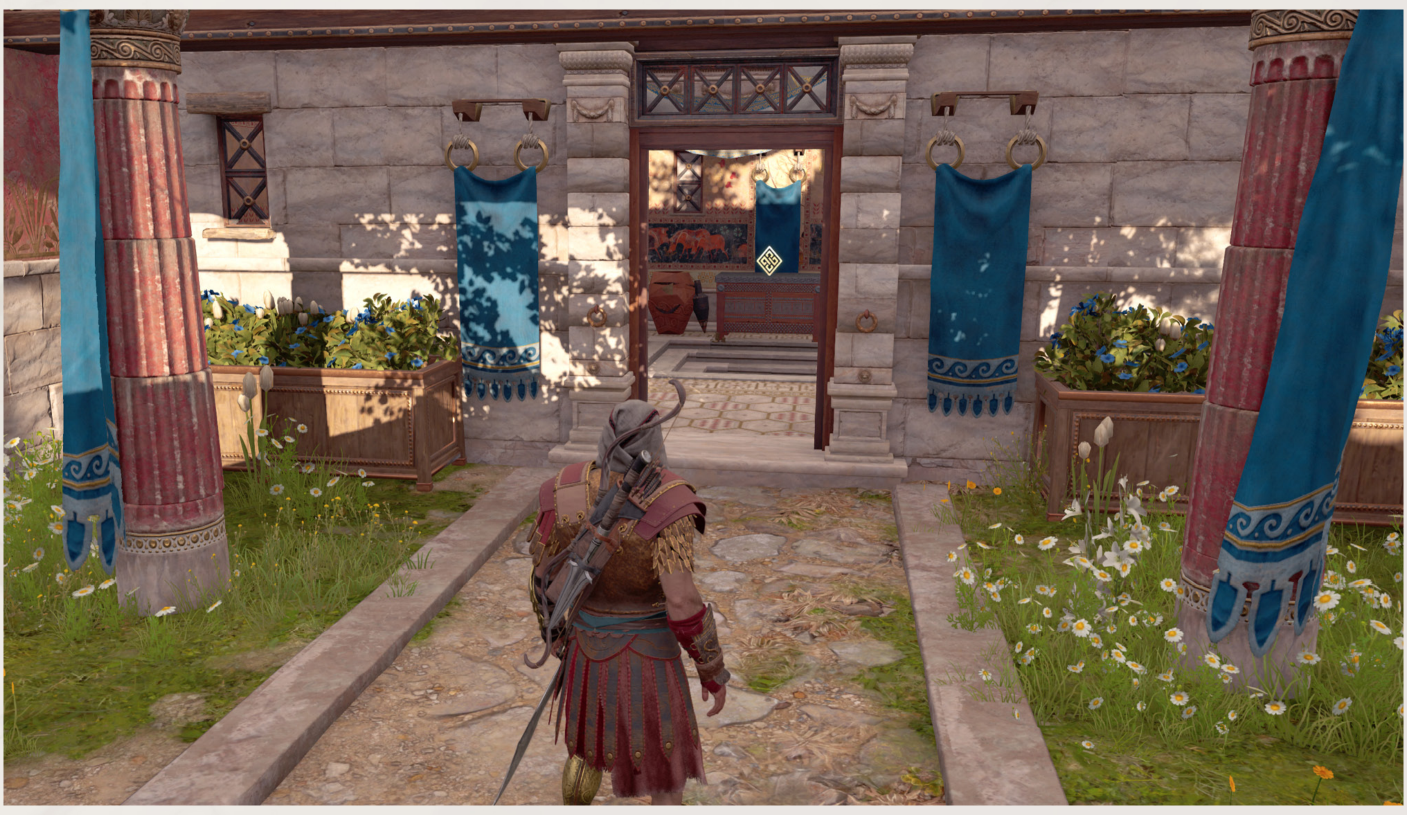
LOCATION: Nauplia Harbor in Wetlands of the Hydra, Argolis

REWARD: High drachmae, medium XP

STORY: When you find the ardent pirate queen in a rage over the thief Autolykos, you vow to find the stolen maps and recover the lost treasures.

Travel to Argolis and find the merchant Autolykos at Nauplia Harbor in Wetlands of the Hydra. Talk to him and either demand that he return the maps or accuse him of cheating. If you make the accusation, he divulges the location. If you threaten him, destroy at least three red pots to get him to give up the location.

Find his house (Nauplia Shipshed) a short distance west and scout it out. Sneak past the guards, or kill them, and steal the maps from the treasure chest. One leads to the **Lyre of Apollo** and the other reveals the location of **Pan's Flute.** Once both are found, deliver them to Xenia.



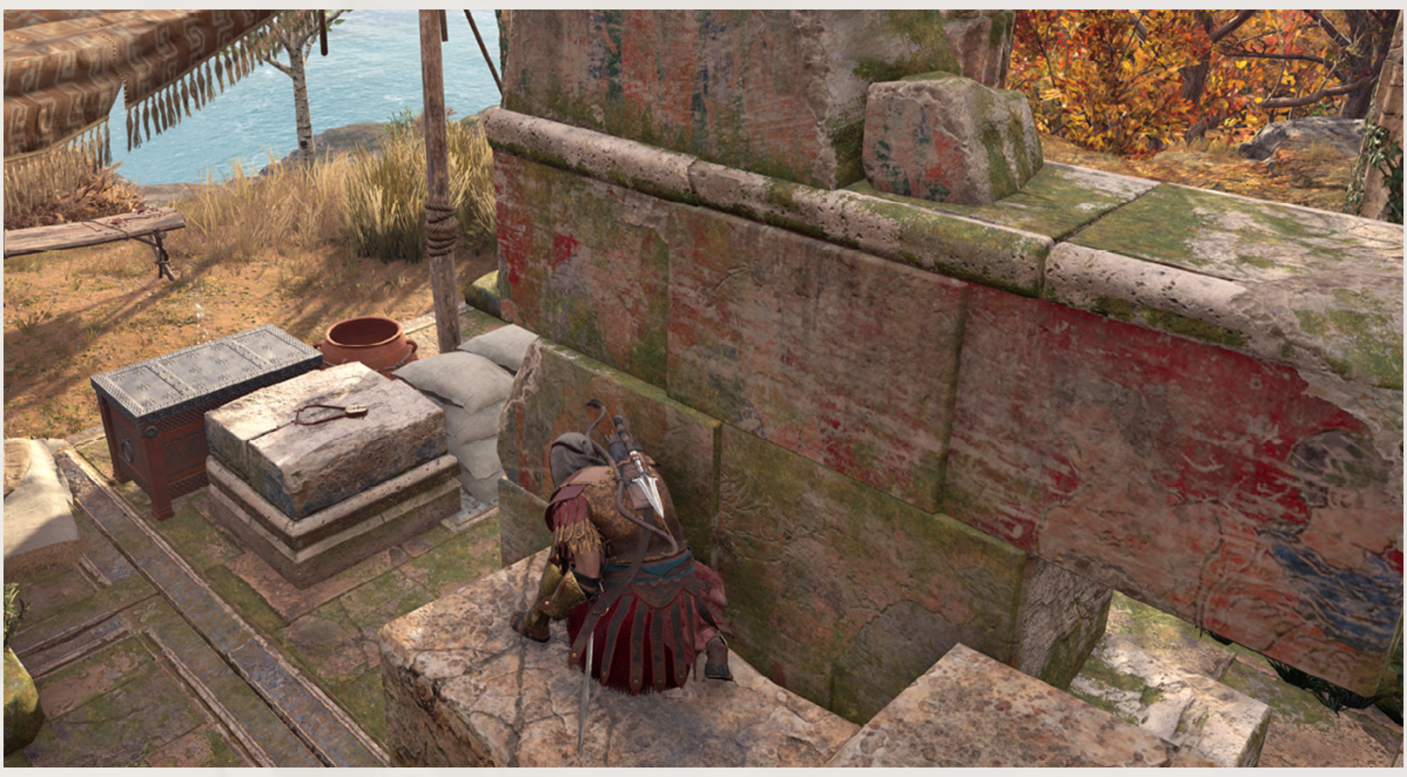
Map to Apollo's Lyre

RECOMMENDED LEVEL: 13

LOCATION: Apollo Temple in Forgotten Ruins of Makris, Euboea

REWARD: High drachmae, medium XPw

Travel to Euboea and explore Apollo Temple near the northeastern coast of Forgotten Ruins of Makris. Avoid the soldiers, or kill them, and collect Apollo's Lyre next to the treasure chest.



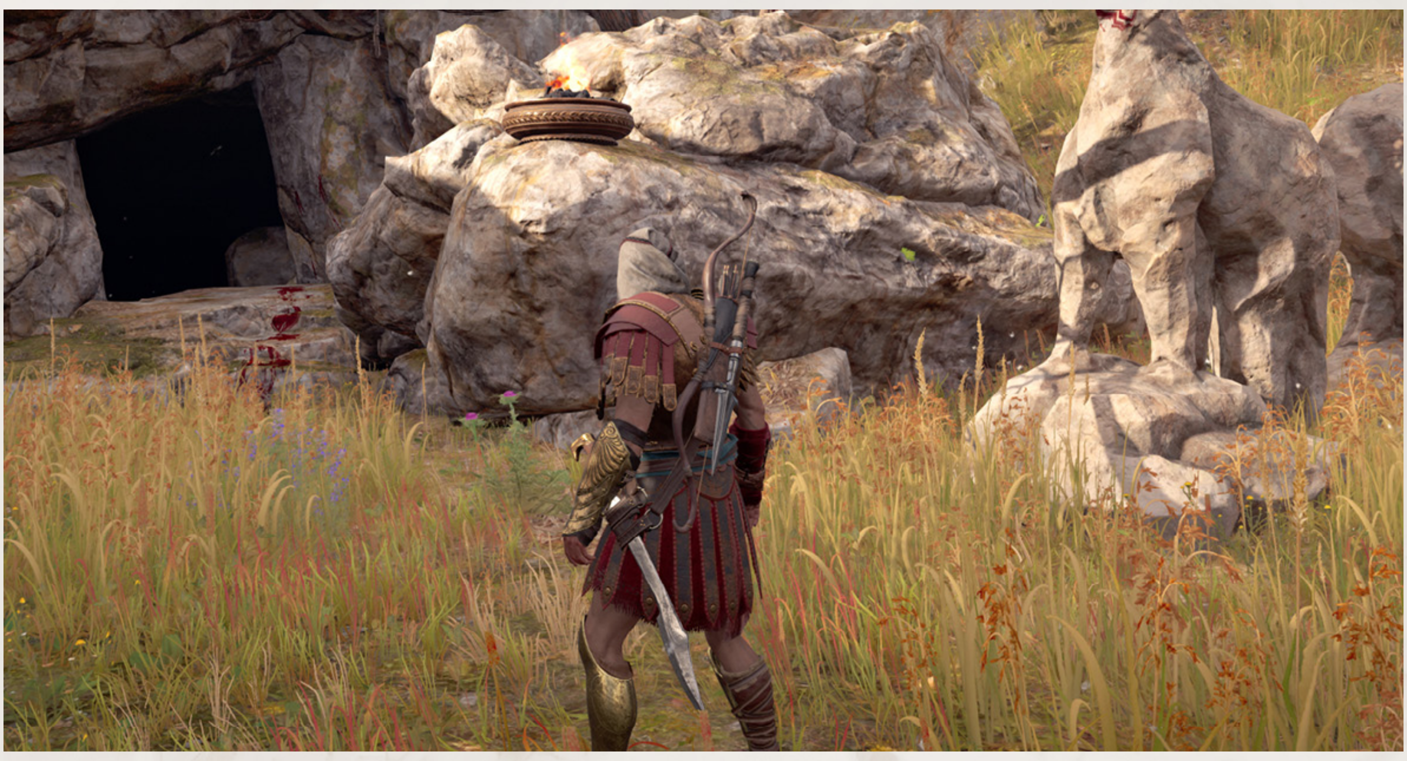
Map to Pan's Flute

RECOMMENDED LEVEL: 16

LOCATION: Cave of Pan in Marathon Beach, Attika

REWARD: High drachmae, medium XP

On the south side of Marathon Beach, a short distance from the eastern coast of Attika, find the Cave of Pan. Explore the cave to find three treasure chests, but watch out for numerous cultists inside. Pan's Flute is found on a pile of treasure next to the middle chest, within the borders of Abandoned Farmlands.



PRICELESS TREASURE

RECOMMENDED LEVEL: 43

QUEST GIVER: **Xenia**

PREREQUISITE: Complete *Throw the Dice*

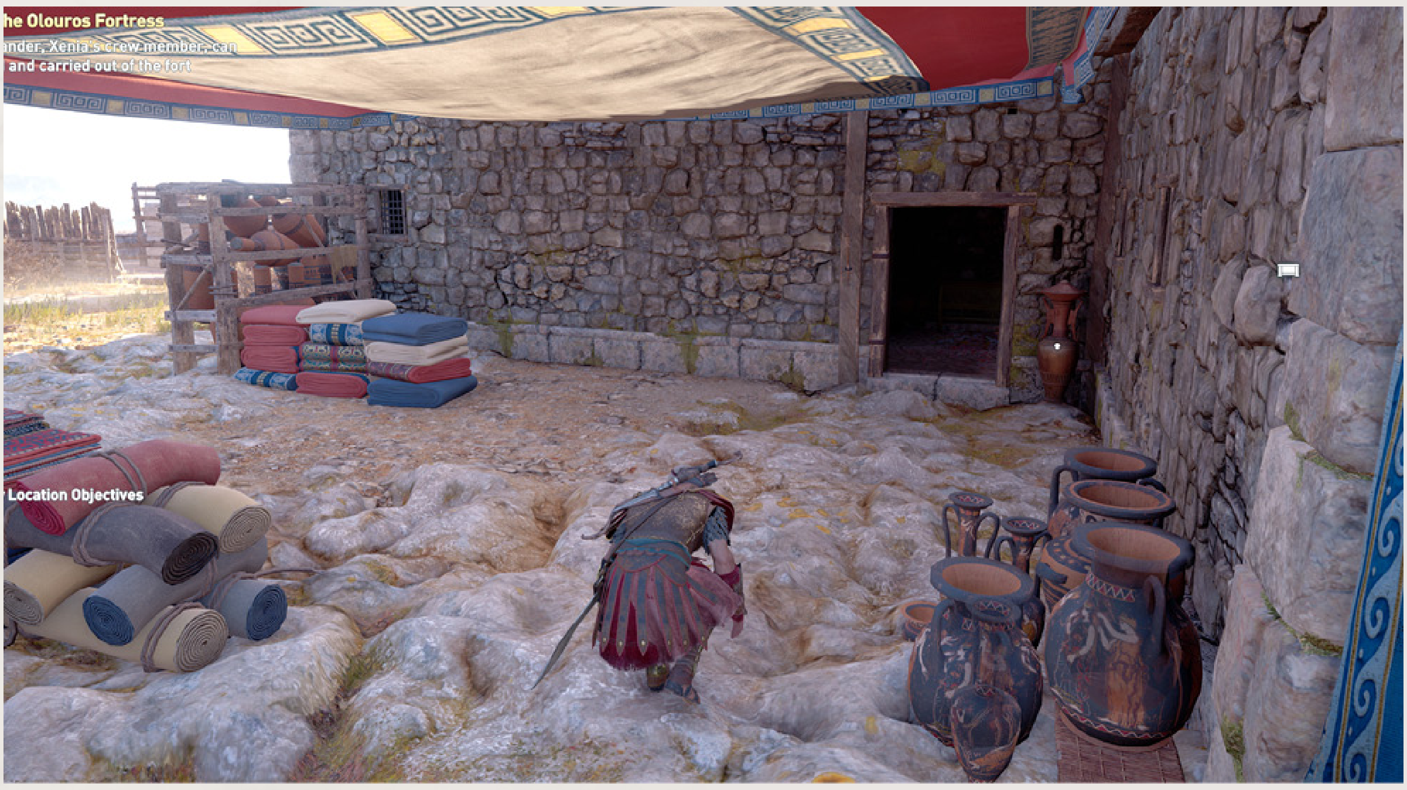
UNLOCKS: N/A

LOCATION: Olouros Fortress, Eastern Erymanthos Peaks, Achaia

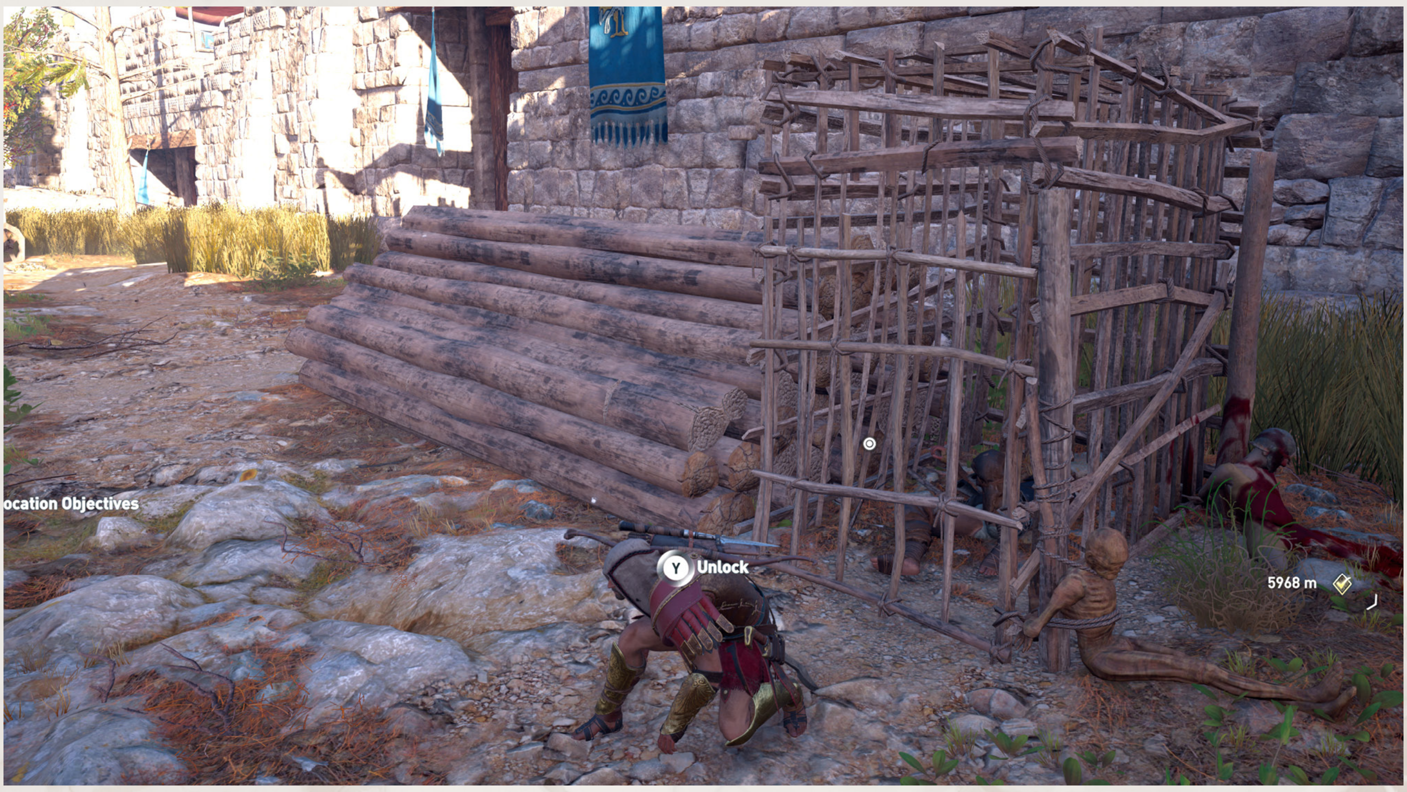
REWARD: High drachmae, medium XP

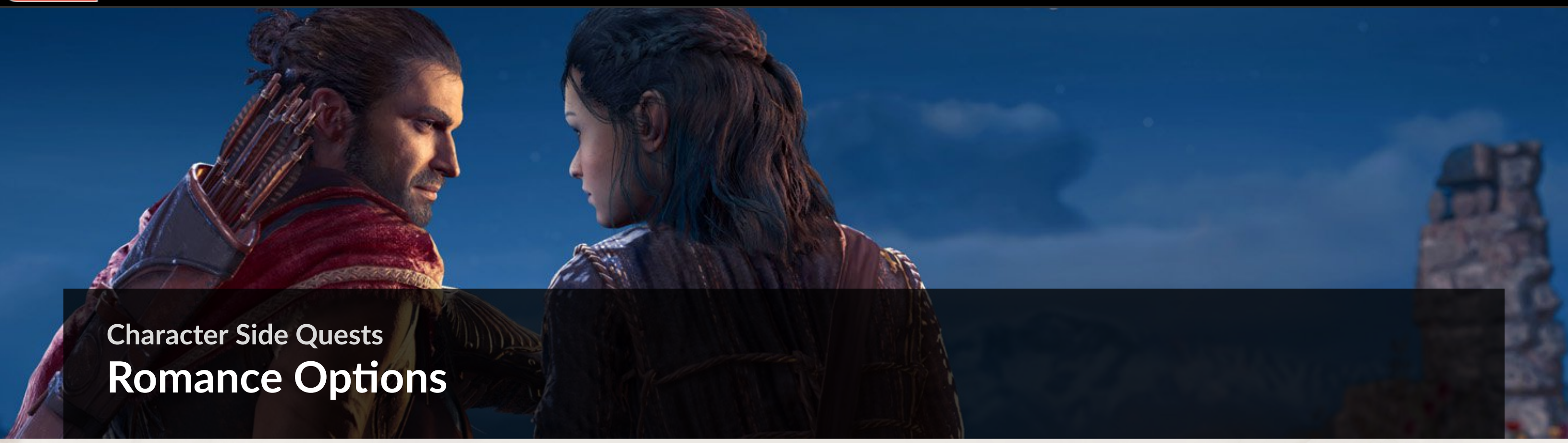
STORY: After one of her crews is attacked and its cargo is lost, Xenia implores you to recover her precious coffer and, if possible, rescue her imprisoned crew.

After you return the Lyre of Apollo and Pan's Flute, Xenia needs one more favor. Find a missing crew member and another treasure from their ship. Travel to Olouros Fortress in Achaia and survey the fort. Anaximander, one of Xenia's crew embers, is inside a cage on the east side of the fort just inside the big walls, while the **old coffer** is found inside the L-shaped building on a table next to the treasure chest—also on the east side of the fort. A hole in the ground, southeast of the fort, drops into a cave that leads into the middle of the fort. This route can be used to get into the fort, or out with just the old coffer. If you are carrying the crew member, you cannot get through the opening. Carry him through the south gate for the shortest path. You just need to get him outside the fort.



It is possible to return to Xenia without rescuing Anaximander, but you must have the coffer. If you don't rescue the crew member, Xenia is disappointed, so the quest may not end exactly the way you want—but the reward is still earned.





Character Side Quests

Romance Options

During your travels throughout Greece, you have the option to pursue romantic relationships with the characters you encounter in the world. Below is information about characters who can be romanced as well as how to access this relationship option. In this guide we mark all main and side quests with ♥ to show when it is possible to pursue a romantic relationship.

CHARACTER	DESCRIPTION
Aikaterine	Casual romance encounter accessible during the main quest in Chapter 8 (PublicOpinion).
Alkibiades	This romance option is accessible during the main quest in Chapter 4 (Oil andLove).
Auxesia	This romance option is accessible during a side quest in Phokis (Age is Just a Number). See the Side Quests chapter for moreinformation.
Daphnae	This romance option is accessible during Daphnae's character side quests in Phokis. See the Side Quests chapter for moreinformation.
Diona	This romance option is accessible during Eritha's character side quest in Kythera (I, Diona). See the Side Quests chapter for moreinformation.
Eritha	This romance option is accessible during Eritha's character side quest in Kythera (I, Diona). See the Side Quests chapter for moreinformation.
Kosta The Blacksmith	This romance option is accessible during Mikkos's side quest in Lokris (Family Values). See the Side Quests chapter for moreinformation.
Kyra	This romance option is accessible during Kyra's character side quests on Mykonos Island. See the Side Quests chapter for moreinformation.
Lykaon	This romance option is accessible during Lykaon's side quests in Phokis. See the Side Quests chapter for moreinformation.
Mikkos	This romance option is accessible during Mikkos's character side quests. If you romanced and recruited Roxana previously, she will interrupt your romance with Mikkos at the veryend.
Odessa	This romance option is accessible during Odessa's character side quests in Megaris. See the Side Quests chapter for moreinformation.
Roxana	This romance option is accessible during Drakios's character side quests. If you successfully romanced and recruited Roxana previously, she will also appear at the very end of the Mikkos side quest for one lastromance.
Thaletas	This romance option is accessible during Thaletas's character side quests on Mykonos Island. See the Side Quests chapter for moreinformation.
Xenia	This romance option is accessible during a side quest in the Pirate Islands. See the Side Quests chapter for moreinformation.
Zopheras	This romance option is accessible during a side quest in Lakonia (Not My Mother's Daughter). See the Side Quests chapter for moreinformation.

Once a Slave

RECOMMENDED LEVEL: 13

QUEST GIVER: Slave owner

PREREQUISITE: Complete ***A Debt to Pay*** (main quest)

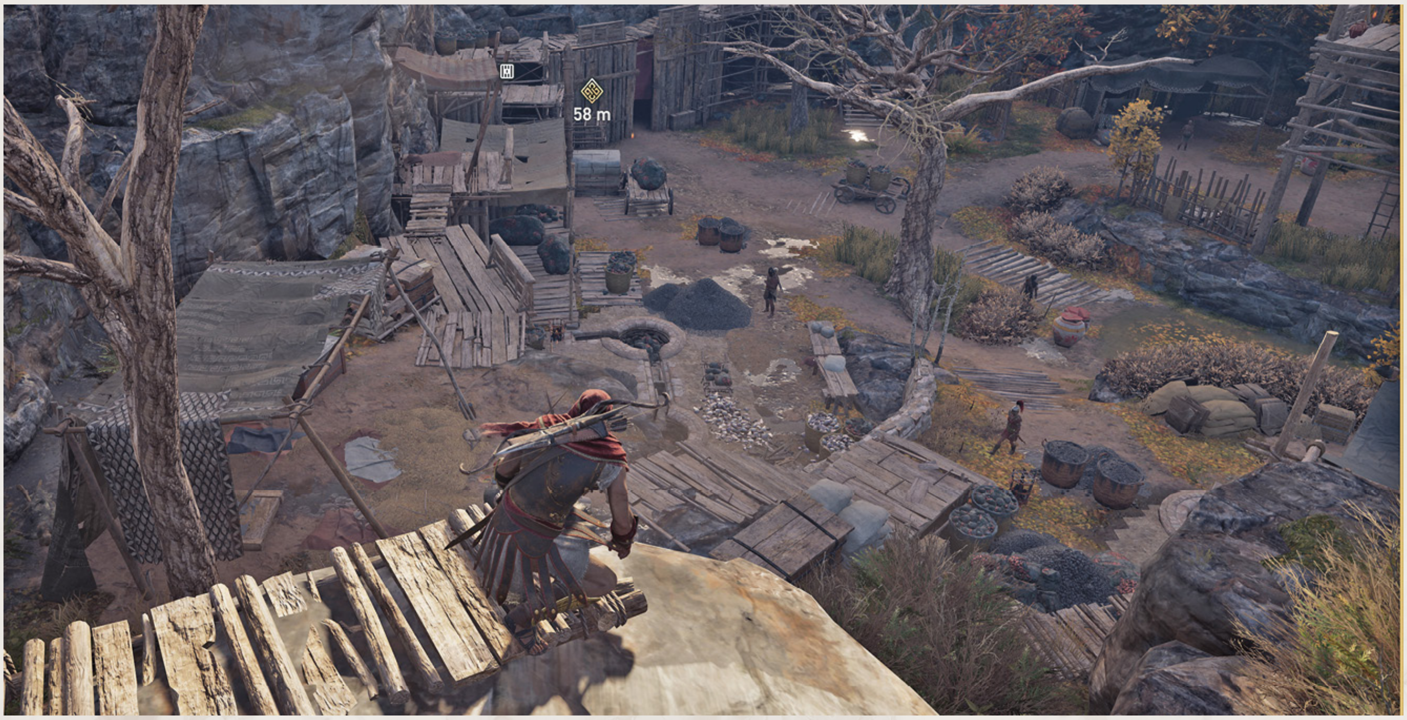
UNLOCKS: N/A

LOCATION: Karystos Dock in Mount Ochi, Euboea

REWARD: Medium drachmae, rare sword (Slave's Sword), medium XP

STORY: A slave owner from Karystos is distraught: his priceless vase has been stolen. As it was a family heirloom, he would do anything to get it back—anything, including hiring a misthios.

After speaking with the slave owner, step outside and talk to the slave about the stolen vase. Then go to the Copper Mine in the hills north of Karystos. Sneak or fight through the bandit hideout and loot the chest inside the mine to find the **heirloom vase**. Return to the slave owner.



A Growing Sickness

RECOMMENDED LEVEL: 24

QUEST GIVER: Hippokrates

PREREQUISITE: Return to Athens in *Abandoned by the Gods* (main quest). This quest is only available if you saved the family during *The Blood Fever*, a side quest for Phoibe.

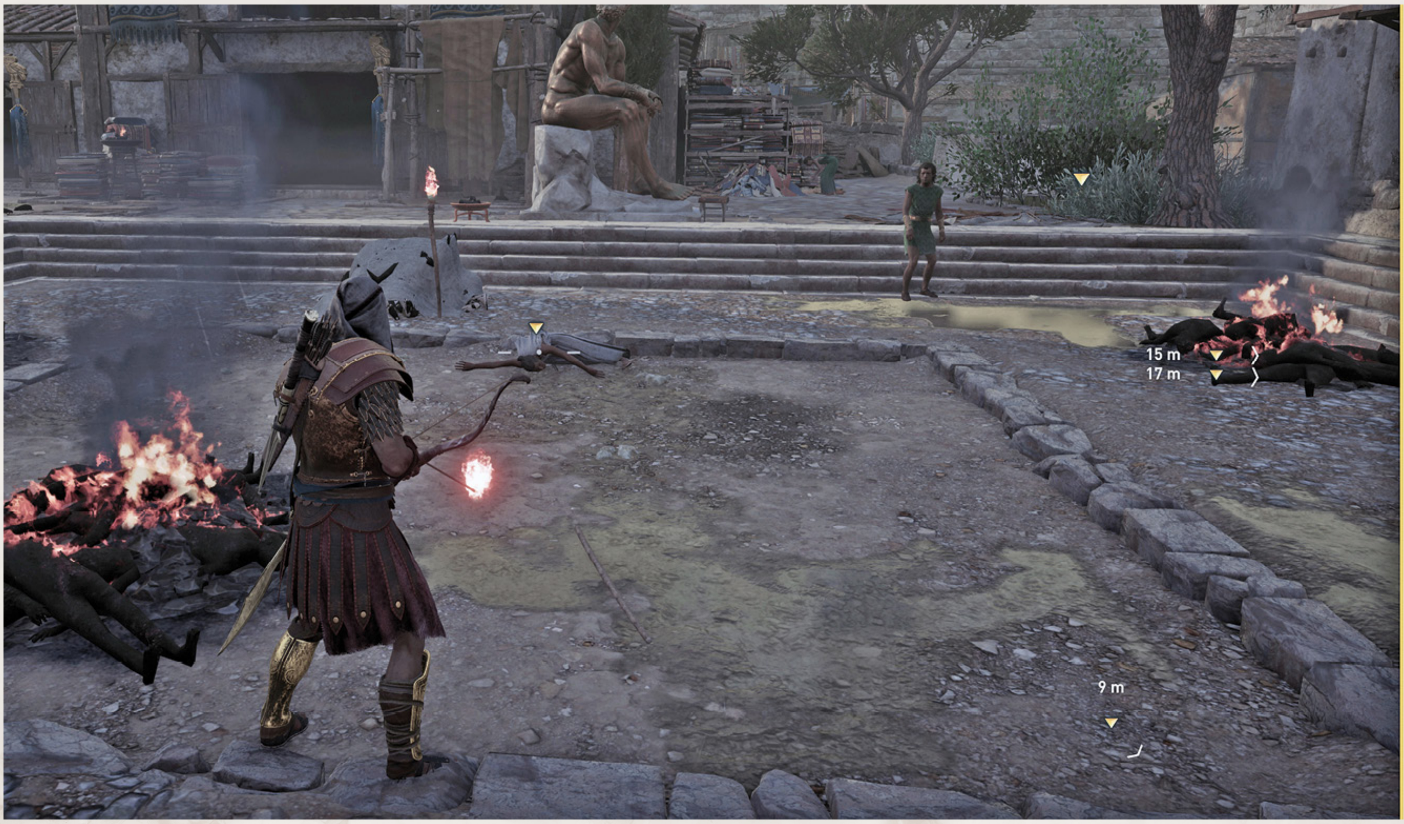
UNLOCKS: N/A

LOCATION: South Greater Athens, Attika

REWARD: Rare staff (Hippokrates's Staff), medium drachmae, medium XP

STORY: Hippokrates fought a losing battle against the spread of the plague, but even through his task seemed hopeless, he never gave in. You pledge to help him cleanse the streets.

Enter the area to view a cinematic displaying the tragedy that has struck Athens. Talk to Hippokrates to find out he wants you to cleanse the infected areas by burning the six plague-ridden corpses within the exploration area. Toss a torch on each body to clear them out. While you're dealing with these bodies, Followers of Ares attack. Kill them before finishing the objective.



ESCORT SERVICE

RECOMMENDED LEVEL: 26

QUEST GIVER: Kleio

PREREQUISITE: Unlocked during *Follow That Boat* (main quest)

UNLOCKS: N/A

LOCATION: Harbor of Korinth, Korinthia

REWARD: High drachmae, rare legs armor (Delivery Boots), high XP

STORY: Complying with her wish to leave Korinthia forever, you have the task of taking Kleio far, far away.

During the main quest Follow That Boat, rescue Kleio from captivity on a ship. That automatically begins this quest, where you must escort Kleio to Mykonos island. Complete the quest by reaching the Mykonos City dock. Feel free to fast-travel to a closer location and call for your boat, or go straight to Mykonos if you have already been there. You will need to visit the dock and call the Adrestia to complete the quest.

DEATH COMES FOR US ALL

RECOMMENDED LEVEL: 18

QUEST GIVER: Woman

PREREQUISITE: Complete *Ashes to Ashes main quest (must save the baby)*

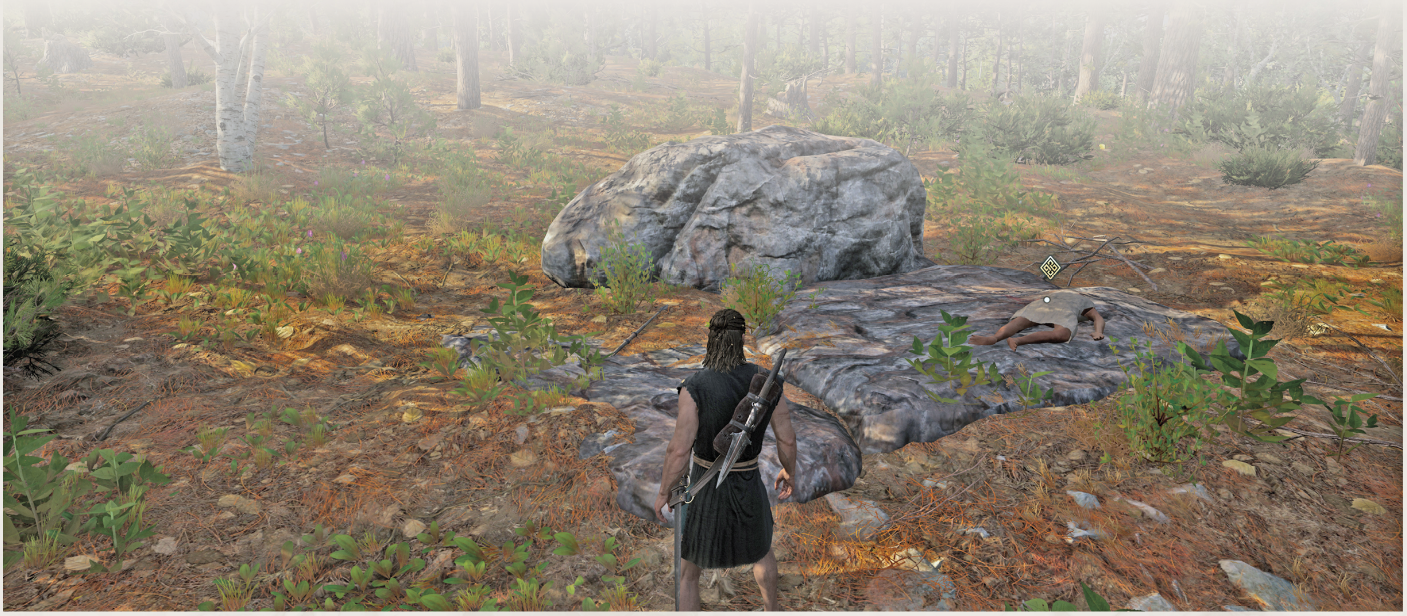
UNLOCKS: N/A

LOCATION: Northwest Battlegrounds of Argos, Argolis

REWARD: High XP, epic torso armor (Breastplate of the Worshippers)

STORY: A distraught woman weeps along the road entering Argos. Her husband has been taken by a violent group of bandits. Someone has to save his life.

Talk to the civilian on the bridge. She needs you to help her husband to the south. When you get there, you find out it was a trap. Kill Chrysis and the two soldiers. Chrysis is a cultist.



SIBLING REVENGE

RECOMMENDED LEVEL: 36

QUEST GIVER: Timon

PREREQUISITE: Available once you enter Boeotia, but becomes unavailable after completion of *The End of Drakon* and *The Fall of Deinaneira*

UNLOCKS: N/A

LOCATION: City of Orchomenos, next to the water, in Lake Kopais, Boeotia

REWARD: Medium drachmae, medium XP

STORY: You meet a man who is mourning the death of his brother at the hands of a Boeotian champion. The man asks you to avenge the death of his brother so that he may find peace.

Timon asks that you find and kill Astra. She is at her training grounds on the northern shore of Lake Kopais, Boeotia. She is a hoplite who tends to stand on the eastern side of the camp. She is joined by five soldiers. Loot **Astra's necklace,** along with epic legs armor **(Astra's Boots)**. Return to Timon. You can hand over the necklace or keep it for yourself.

BREWING LOVE

RECOMMENDED LEVEL: 35

QUEST GIVER: Melanippos

PREREQUISITE: Available once you enter Boeotia, but becomes unavailable after completion of *The End of Drakon* (main quest)

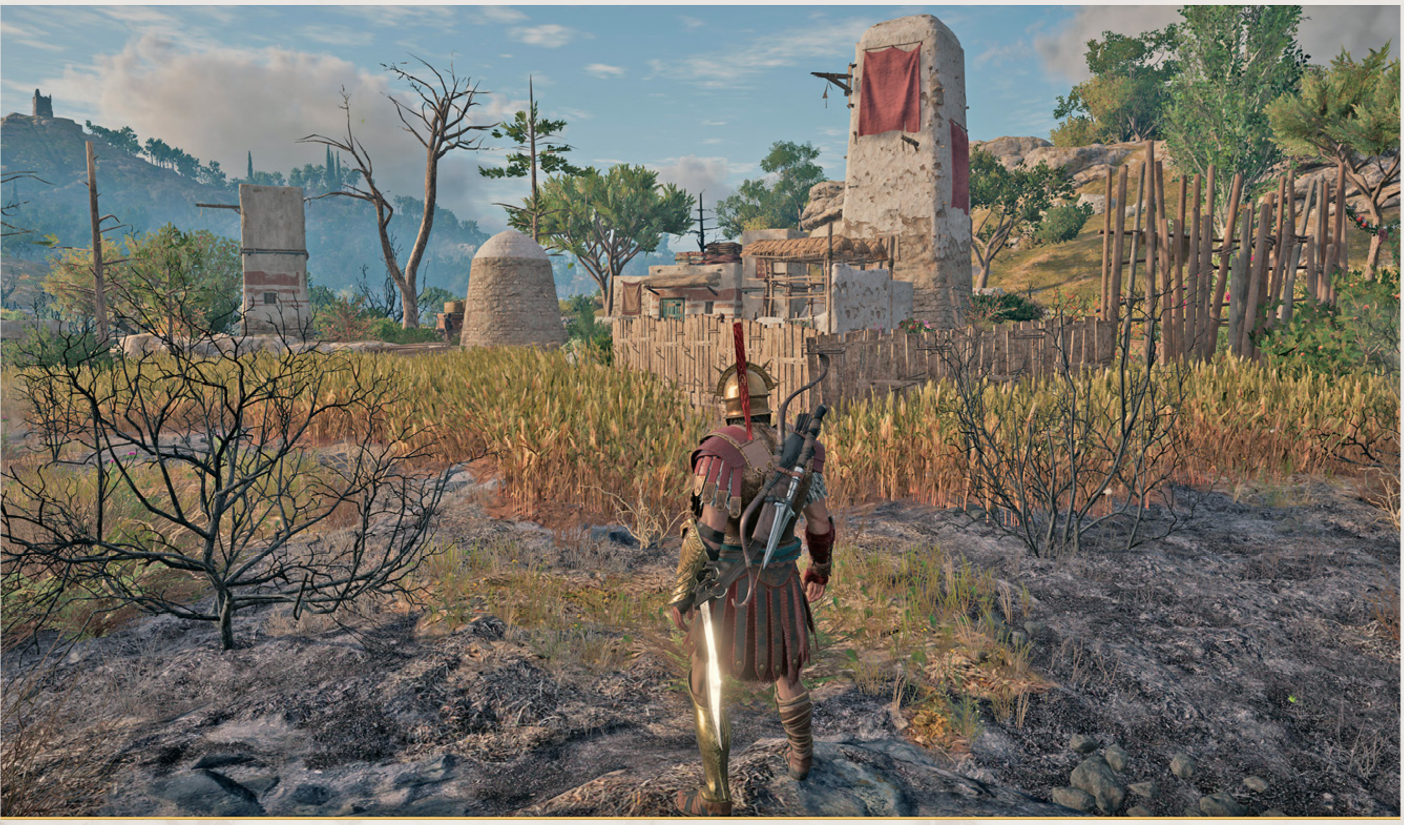
UNLOCKS: N/A

LOCATION: Thebes Gymnasium in Cursed Land of Oedipous, Boeotia

REWARD: Medium drachmae, rare sword (Boeotian Sword), medium XP

STORY: Melanippos wants to get back Drakon's attention by brewing a potion that will guarantee eternal love. He needs some herbs to complete it, but the herbalist hasn't been to town in a while.

Be sure to complete this quest before killing Drakon in the main quest *The End of Drakon*. Melanippos requests that you find and acquire certain herbs. The herbalist lives at a farm near the center of scorched rolling plains; look for the red cloth hanging from the silo. Several bandits roam the land, especially near the house where she is located. Pull them out to the bushes and fields and stealthily kill them one at a time. Interact with the door to talk to the herbalist. Choose to pay the 1,000 drachmae or not. If you leave and talk to her again, she will sell the herbs for 500 drachmae. Return the herbs to Melanippos. Upon completion of this quest, Drakon's armor will be removed, making the fight much easier.



THE STOLEN STEED

RECOMMENDED LEVEL: 36

QUEST GIVER: Street Vendor

PREREQUISITE: Available once you enter Boeotia, but becomes unavailable after completion of *The End of Drakon* (main quest)

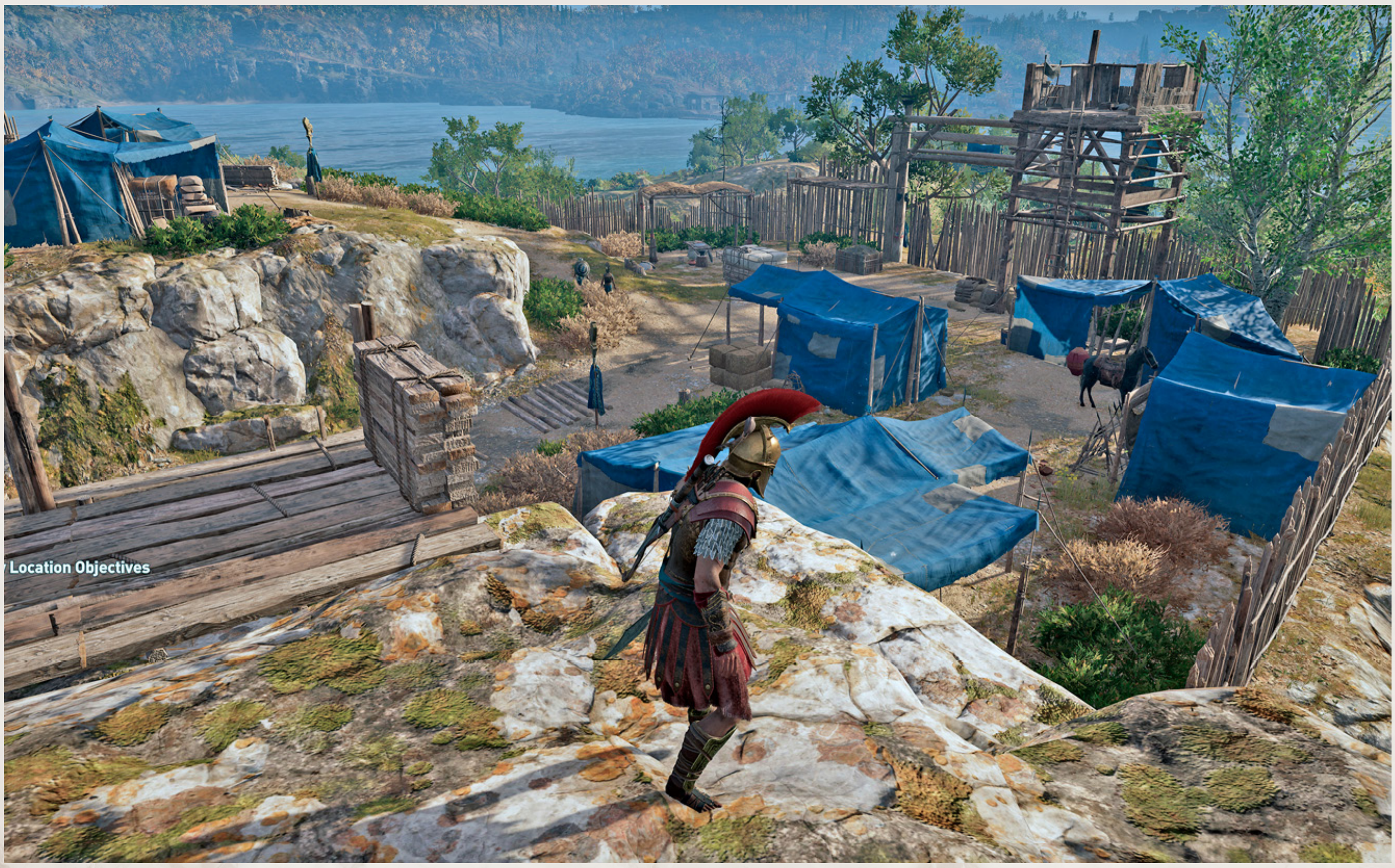
UNLOCKS: N/A

LOCATION: Near the Thebes blacksmith in the Cursed Land of Oedipous, Boeotia

REWARD: Medium or high drachmae, rare legs armor (Boeotian Greaves), medium XP

STORY: The oil merchant had his horse stolen while on his last delivery. You have a vested interest in returning the horse so the merchant can complete his delivery to the Boeotian champion, Drakon.

Be sure to complete this quest before killing Drakon in the main quest. The street vendor asks that you find and deliver the horse Spyro to his owner. The horse is held in the Athenian Potnies Military Camp in eastern Cursed Land of Oedipous. Seven soldiers guard the camp, with Spyro standing on the east side. There is a gap in the back fence, allowing you to enter from the rear. Ride Spyro back to his owner. You do not receive armor if the horse dies. Upon completion of this quest, oil pots will be added to the location of the fight with Drakon.



Greece

Besieging Bandits

BESIEGING BANDITS

RECOMMENDED LEVEL: 9

QUEST GIVER: A mysterious letter

PREREQUISITE: Complete ***A Debt to Pay*** (main quest)

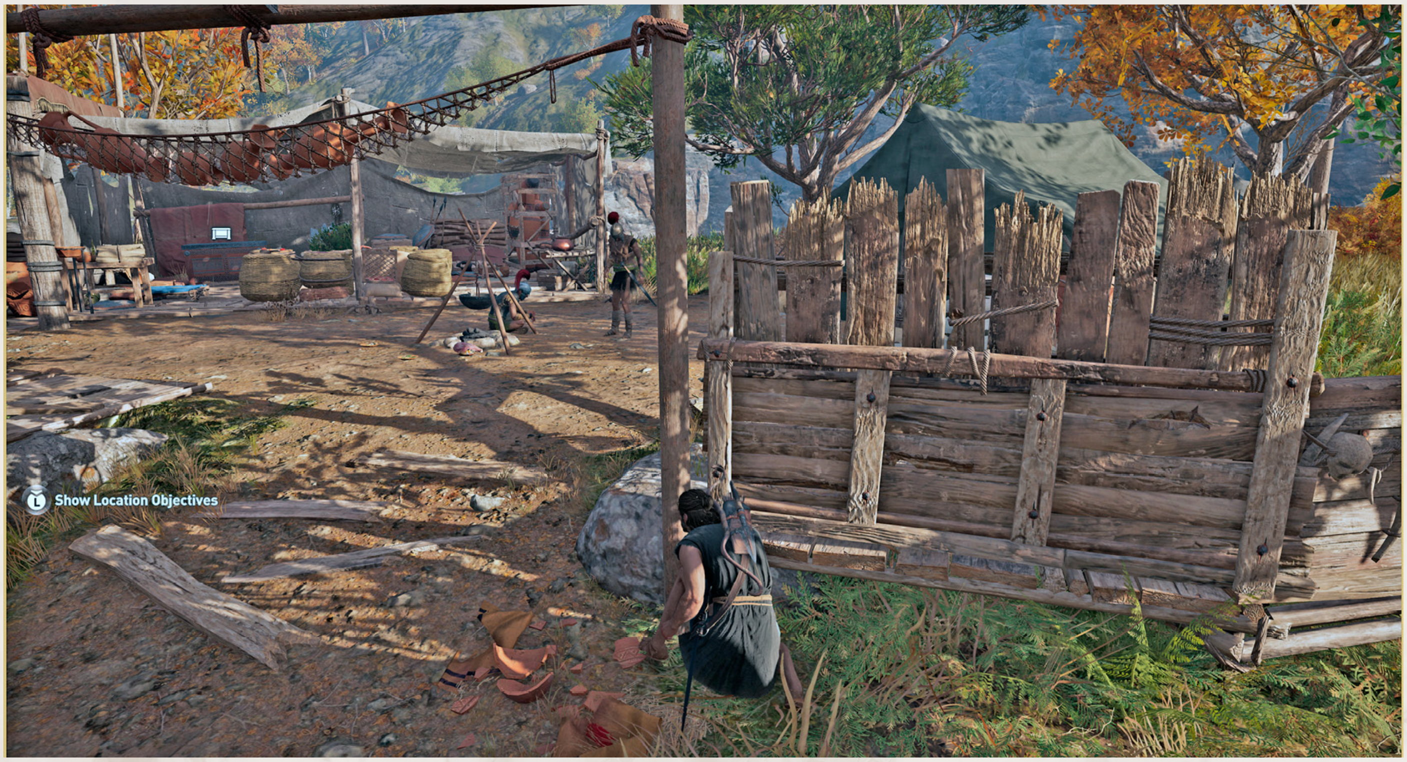
UNLOCKS: N/A

LOCATION: Fort Geraneia in Mount Geraneia, Megaris

REWARD: High drachmae, high XP

STORY: Wherever law and order reign, you can be sure to find outlaws and bandits not far away. Those who have turned their back on civilized society must be dealt with to ensure lasting peace.

Loot **a mysterious letter** from the treasure chest next to the brazier at Fort Geraneia. Complete all 10 bandit camp objectives. Once they're complete, report back to the contact in southern Kirrha, Phokis.



CAVE CRUSADER

RECOMMENDED LEVEL: 9

QUEST GIVER: A mysterious letter

PREREQUISITE: Complete A Debt to Pay (main quest)

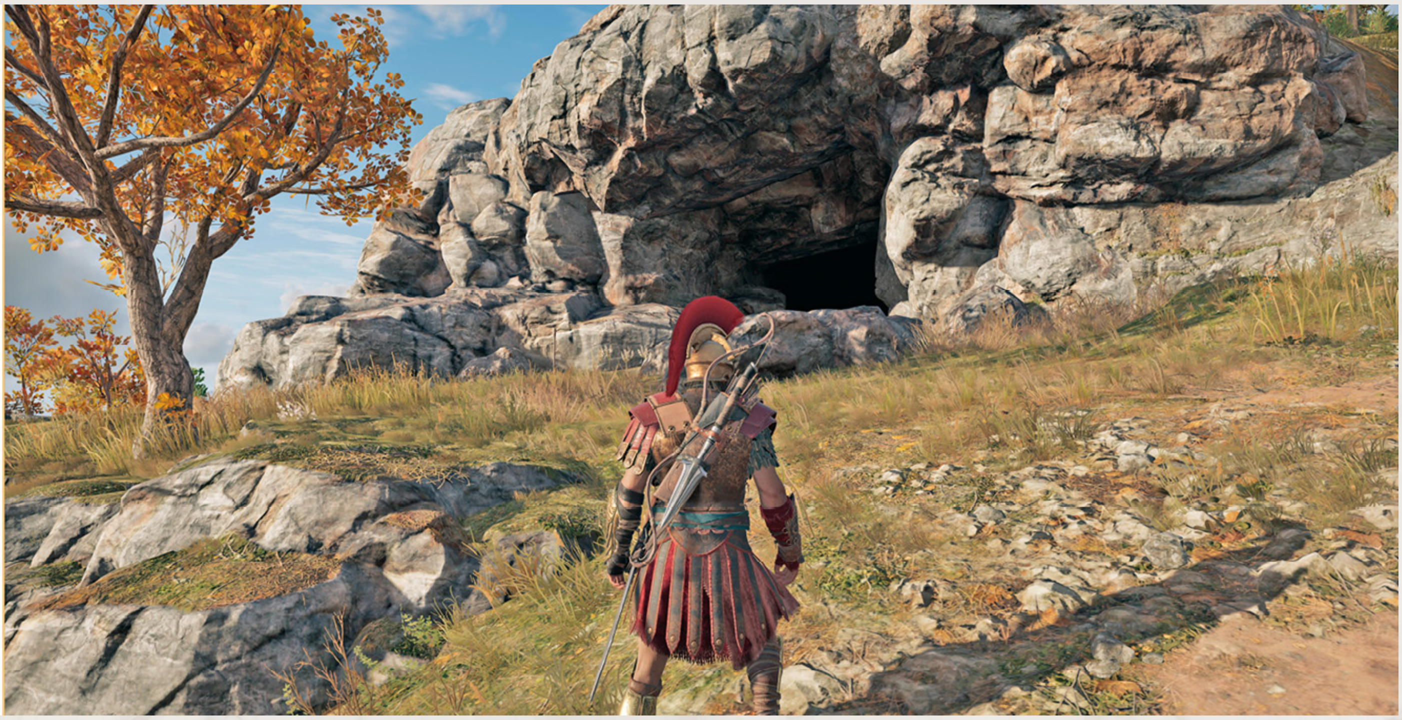
UNLOCKS: N/A

LOCATION: Korykian Cave in Grand Mount Parnassos, Phokis

REWARD: High drachmae, high XP

STORY: The Greek world was littered with caves used by bandits, outlaws, and cults to conduct meetings and hide treasure. Exploring them could yield great rewards for one brave enough to delve underground.

Loot **a mysterious letter** from the only treasure chest in Korykian Cave. Complete all 20 cave objectives. Once they're complete, report back to the contact in Kirrha, Phokis.



Fortress Fallout

RECOMMENDED LEVEL: 9

QUEST GIVER: Message board in Kirrha

PREREQUISITE: Complete ***A Debt to Pay***(main quest)

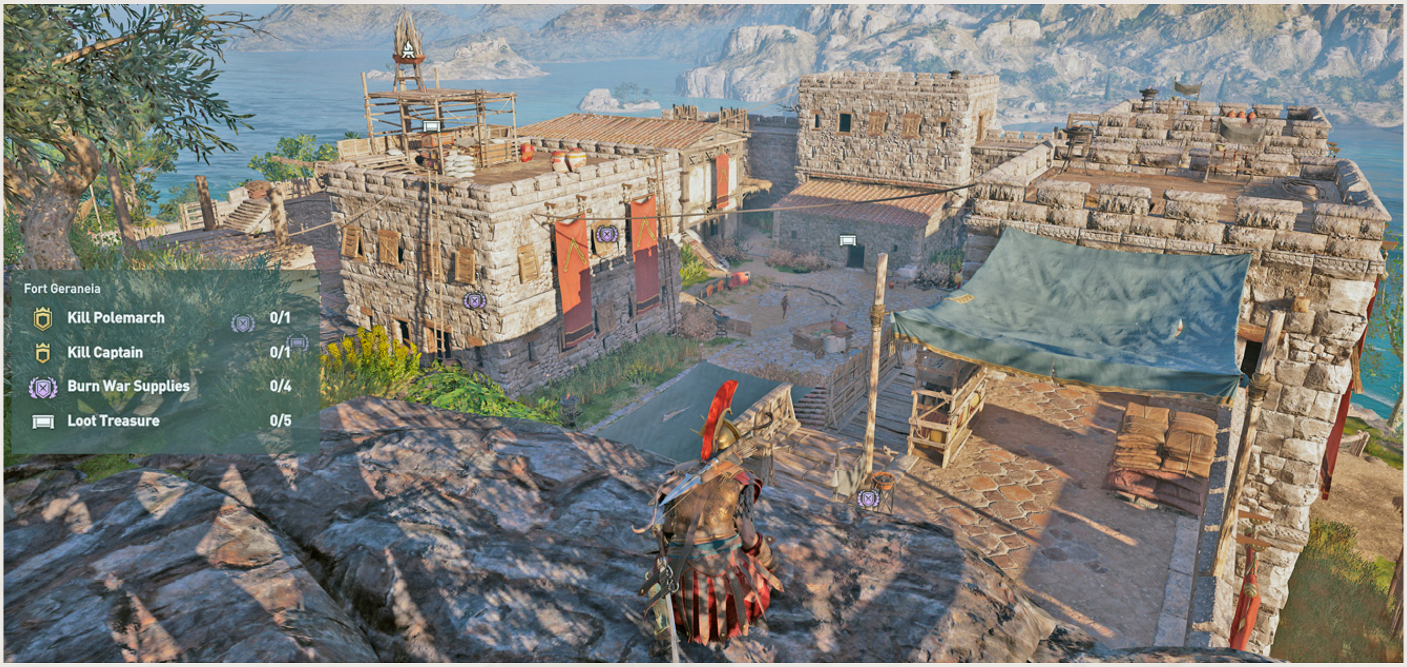
UNLOCKS: N/A

LOCATION: Port of Kirrha

REWARD: High drachmae, high XP

STORY: Forts have always been vital for controlling territory and ensuring peace. They're also great places for storing treasure and valuables.

Loot **a mysterious letter** mentioned by a message board quest in Kirrha. Complete all 15 fort objectives. Once they're complete, report back to the contact in Kirrha, Phokis.


Fort Geraneia
Kill Polemarch 0/1
Kill Captain 0/1
Burn War Supplies 0/4
Loot Treasure 0/5

LACERATED LEADERS

RECOMMENDED LEVEL: 9

QUEST GIVER: Message board in Kirrha

PREREQUISITE: Complete *A Debt to Pay* (main quest)

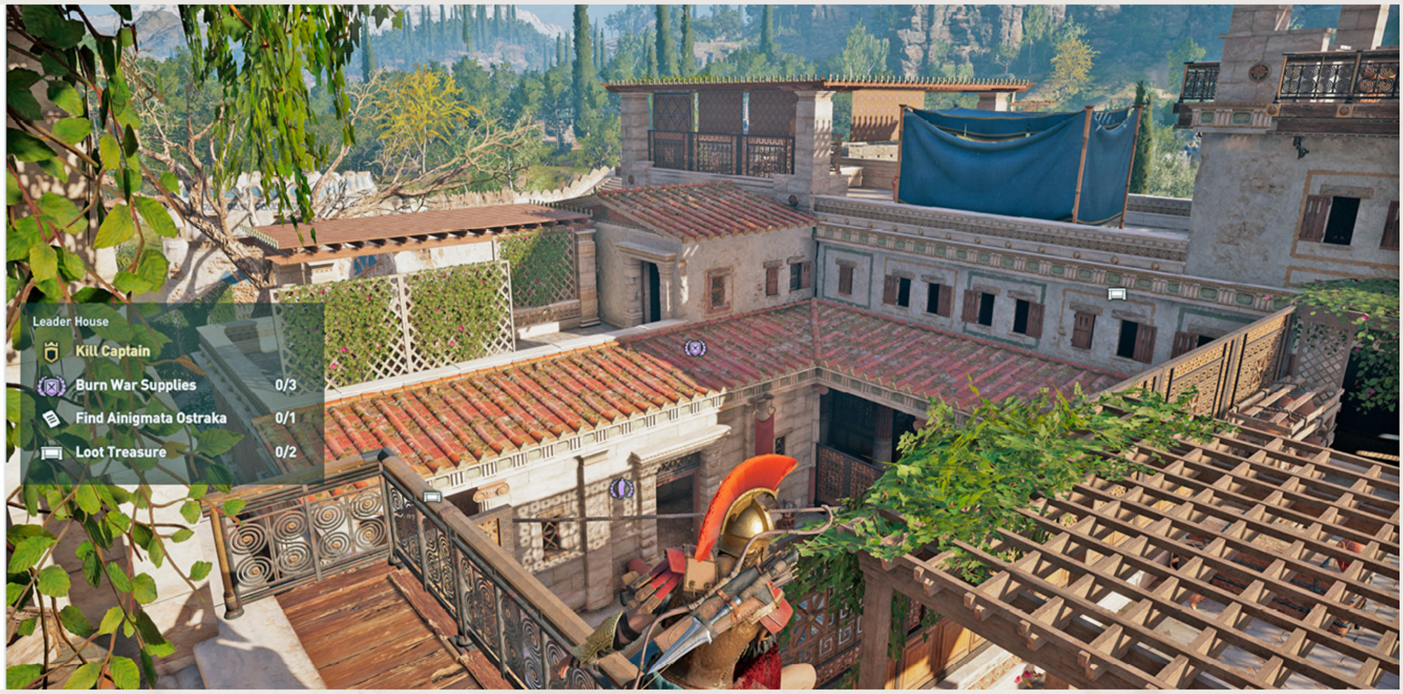
UNLOCKS: N/A

LOCATION: Port of Kirrha

REWARD: High drachmae, high XP

STORY: Those who covet power will do anything to claim it. Cleanse the Greek world of these so-called leaders and ensure their base falls along with them. Do this, and we may yet have peace in our time.

Loot **a mysterious letter** from the Leader House mentioned by a message board quest in Kirrha. Complete all 10 Leader House objectives. Once complete, report back to the contact in Kirrha, Phokis.


Leader House
Kill Captain
Burn War Supplies 0/3
Find Ainigmata Ostraka 0/1
Loot Treasure 0/2

HUNGRY GODS

RECOMMENDED LEVEL: 2

QUEST GIVER: Worshipper

PREREQUISITE: Unlocked after meeting Markos at Markos's Vineyard

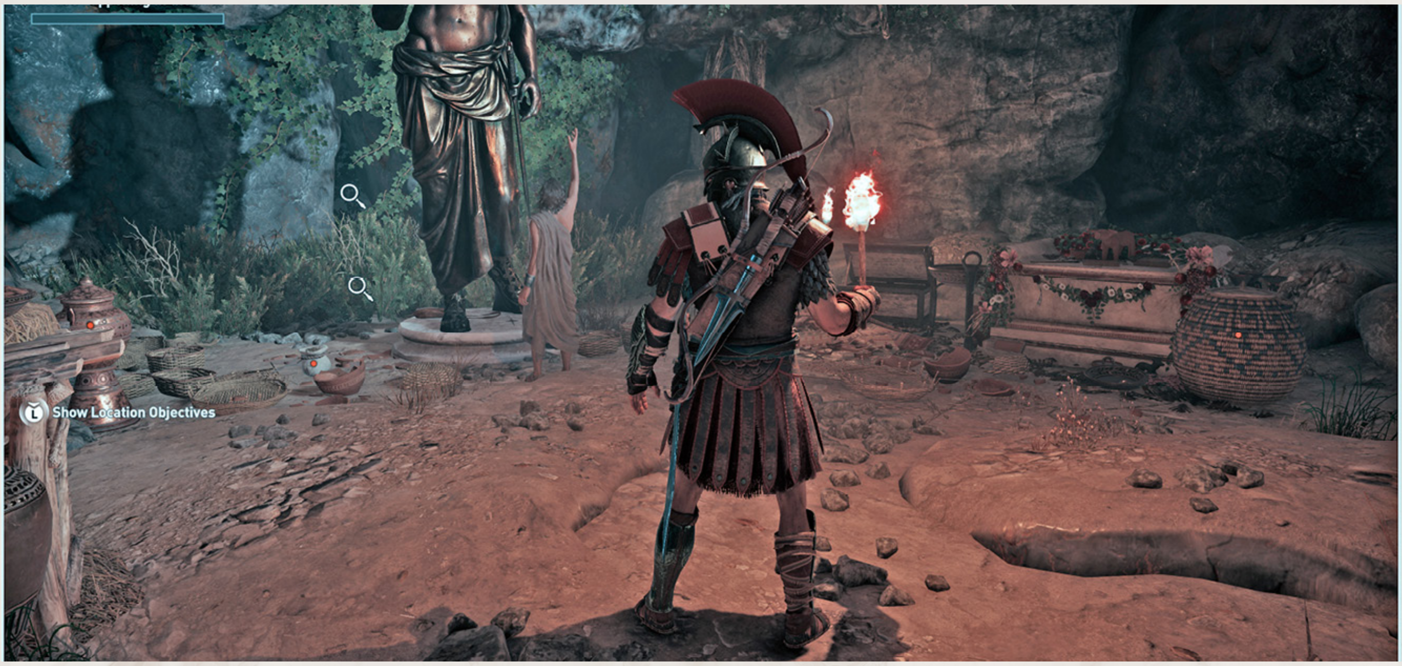
UNLOCKS: *Merciful Gods* (if you agreed to help worshipper)

LOCATION: Drogarati Cave in Coast of Koliadai, Kephallonia islands

REWARD: Low drachmae, low XP

STORY: A worried worshipper is sure that something strange is going on in Drogarati Cave, but he can't quite figure out what.

Talk to the civilian outside Drogarati Cave. You must investigate the missing offerings (interact with the dropped offerings and crack behind the statue) and kill the five bandits, including the bandit leader. Investigate the area around the statue, ending with the gap in the wall. This leads back to the bandits. Once they have been killed, loot their bodies and climb the ladder to find the cave treasure and **looted offerings**. On your way out, you are given a chance to help a civilian. If you agree to give the offerings to the worshipper, the *Merciful Gods* quest begins.



MERCIFUL GODS

RECOMMENDED LEVEL: 2

QUEST GIVER: Worshipper

PREREQUISITE: Agree to help the worshipper during ***Hungry Gods***

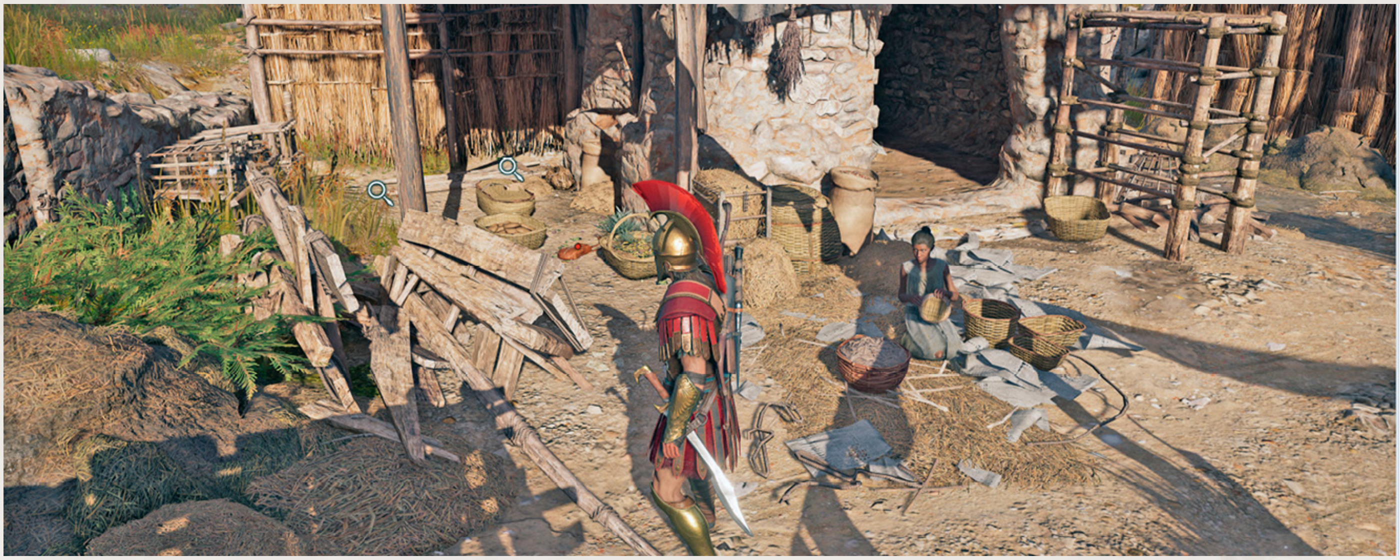
UNLOCKS: N/A

LOCATION: Sami in Coast of Koliadai, **Kephallonia islands**

REWARD: Medium XP

STORY: Since you have agreed to play god, you need to fulfill the promise you made to the desperate worshipper.

Travel to Sami and find the woman's home. Investigate the house by interacting with the broken-down cart and baskets. Interact with the basket to give the offerings.



In the Footsteps of Gods

IN THE FOOTSTEPS OF GODS

RECOMMENDED LEVEL: 2

QUEST GIVER: Priestess

PREREQUISITE: Unlocked after meeting Markos at Markos's Vineyard

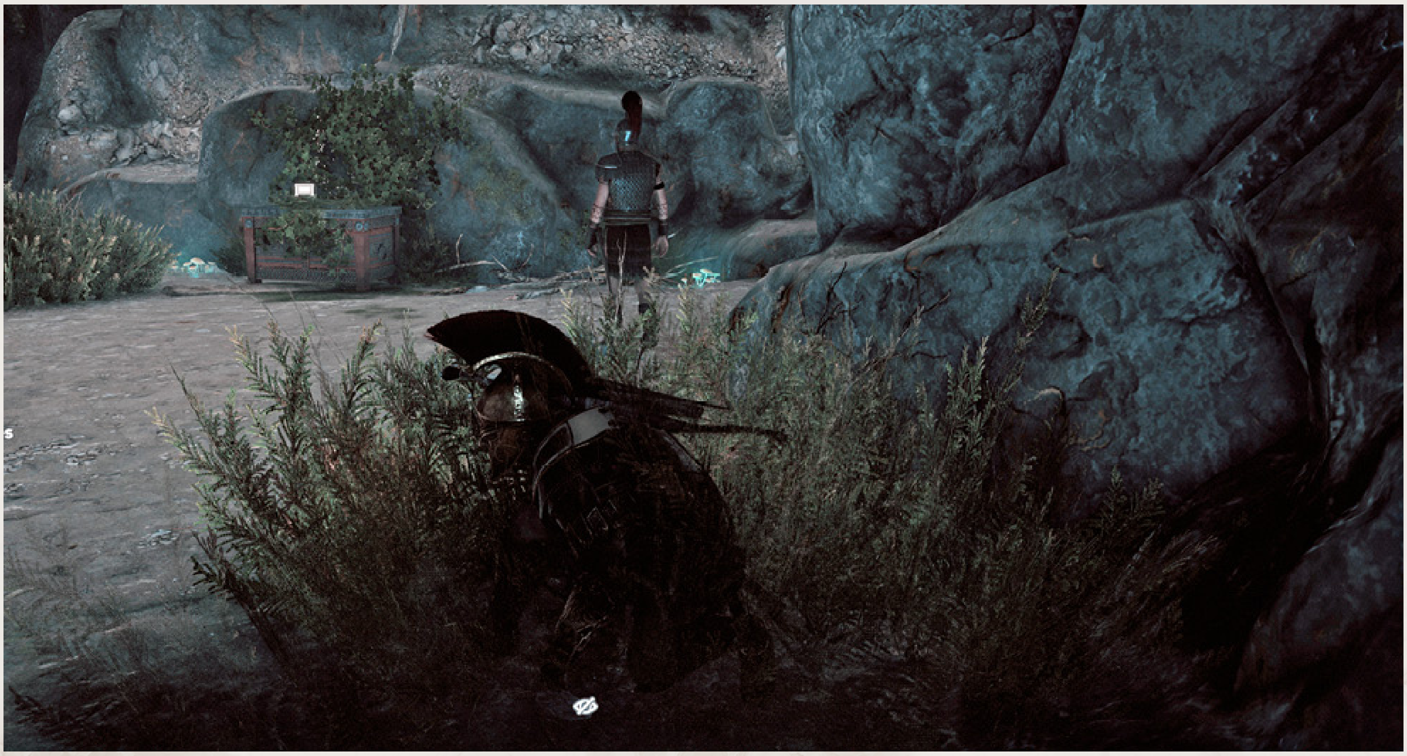
UNLOCKS: N/A

LOCATION: Sami in Coast of Koliadai, Kephallonia islands

REWARD: High XP, or low XP and rare spear (Spear of Kephalos), or medium drachmae and medium XP

STORY: A Kephallonian priestess is desperate to find the Spear of Kephalos in hopes it will draw more people to her shrine. Was it Kephalos, then, who sent you to help her?

Talk to the priestess, who asks you to find the Spear of Kephalos in Melissani Cave, north of Sami. Enter the narrow opening on the southwest side, next to a camp, or dive into the water from above. Follow the cave southwest and south until you find a couple soldiers. Kill them and then loot the treasure chest to find the spear. Return it to the priestess in Sami.



SHARK THE VAGRANT

RECOMMENDED LEVEL: 3

QUEST GIVER: Vegetable merchants

PREREQUISITE: Unlocked after meeting Markos at Markos's Vineyard

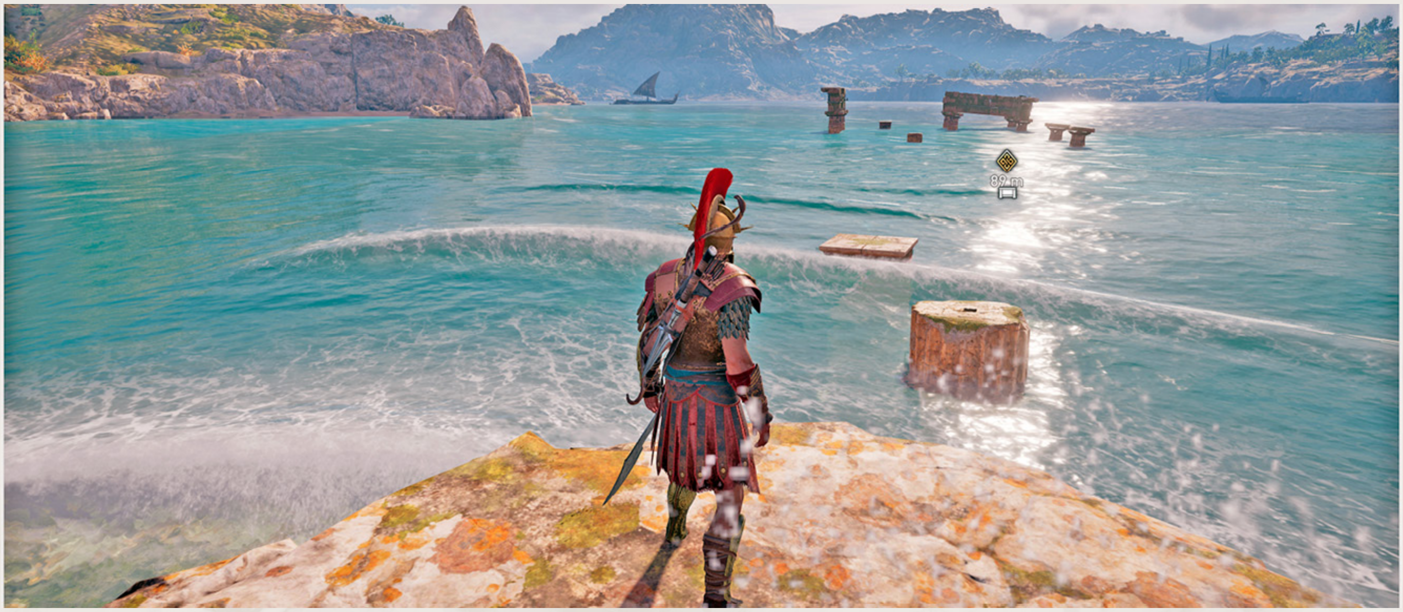
UNLOCKS: N/A

LOCATION: Central Cursed Valley of Pali, Kephallonia islands

REWARD: Medium drachmae, medium XP

STORY: If they are ever going to leave Kephallonia, two vegetable sellers need help. By killing a shark, you could guarantee their departure.

After accepting the job from the merchants, travel south to the Ancient Ruins of Kranioi. Dive into the water and find a sunken temple farther south near Islet of Zeus. Scan the area to find sharks and a treasure chest. Use a bow to kill the sharks and then loot the chest to find **Prokris's necklace.** Return it to the vegetable merchants to complete the quest.



Mercenary Work

MERCENARY WORK

RECOMMENDED LEVEL: 2

QUEST GIVER: Message board

PREREQUISITE: Reach Sami

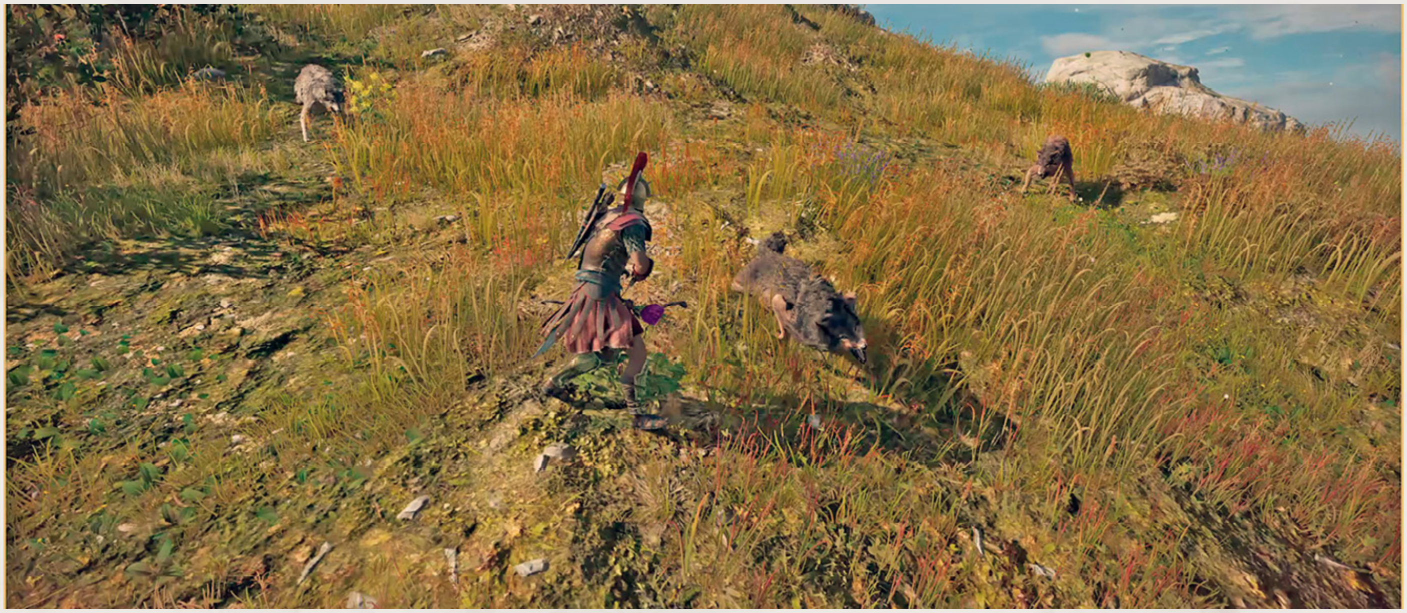
UNLOCKS: N/A

LOCATION: Sami in Coast of Koliadai, Kephallonia islands

REWARD: High drachmae, low XP

STORY: As you have learned, any job is a good job—no matter how small. Ilos, a Kephallonian armorer, needs wolf furs for the war effort and knows you could provide them easily.

The first job on the message board is found once you reach Sami on Kephallonia island. Ilos wants two wolf furs. Find wolves in Mount Ainos to the west. Return the wolf furs to Ilos in Sami.



A FIGHT WITH TALOS

RECOMMENDED LEVEL: 5

QUEST GIVER: N/A

PREREQUISITE: Rescue Phoibe during *Debt Collector*

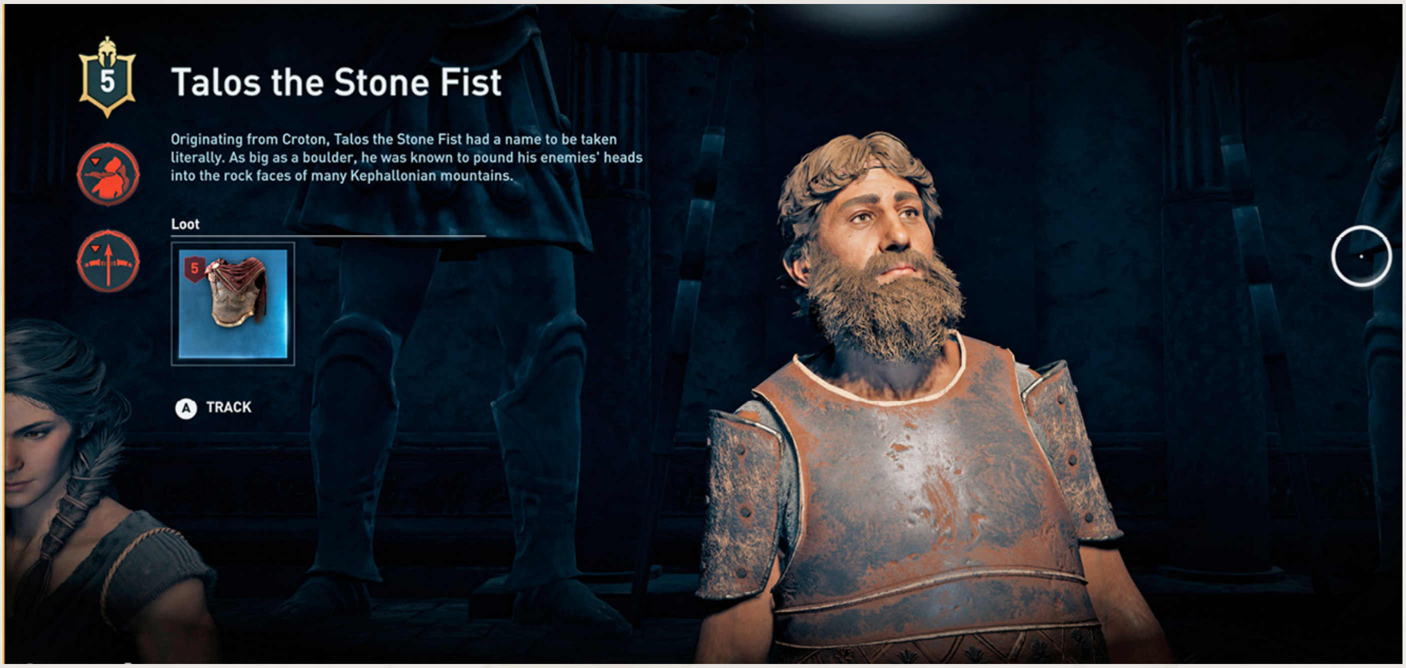
UNLOCKS: *They Just Want Cruelty*

LOCATION: N/A

REWARD: Medium XP, Arena invitation

STORY: Ever the bitter rival, the Cyclops put a price on your head. A dangerous mercenary, Talos the Stone-Fist, has taken the bounty and is out for blood. You know you have to prepare yourself.

Defeat the mercenary Talos the Stone-Fist. He is level 5, so be sure you are ready for the fight. Typically bounties can be paid off, but not in this case.



Talos the Stone Fist

Originating from Croton, Talos the Stone Fist had a name to be taken literally. As big as a boulder, he was known to pound his enemies' heads into the rock faces of many Kephallonian mountains.

Lumbering Along

RECOMMENDED LEVEL: 2

QUEST GIVER: Drucilla

PREREQUISITE: Complete *Debt Collector* (main quest)

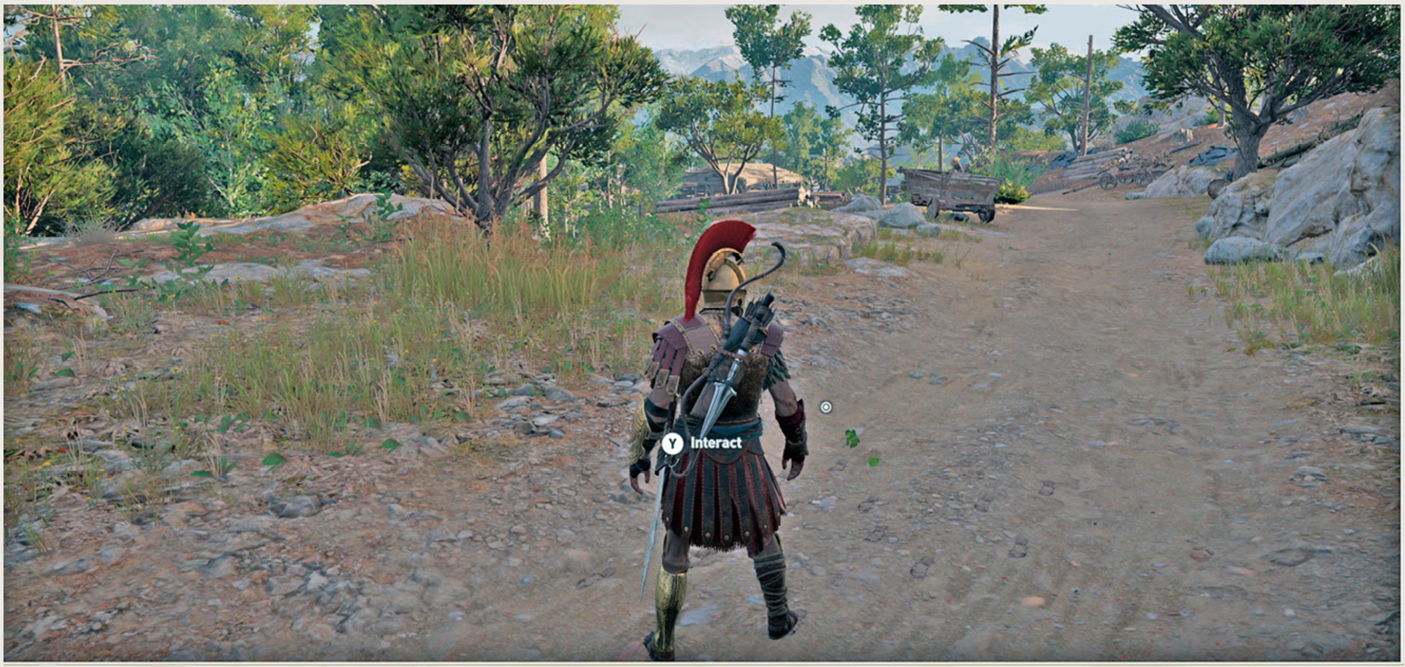
UNLOCKS: N/A

LOCATION: West of Sami in Coast of Koliadai, Kephallonia islands

REWARD: Medium XP

STORY: In true form, Markos didn't fulfill his promise to the bowmaker Drucilla to solve her bandit problem. Of course, he was happy to volunteer you for the job of getting her wood back.

Follow the road west and then north to find the ambush location. Investigate by interacting with the footprints, cart, and body. Watch out for wolves who prowl the area. The clues lead southwest to the lumber shipyard. Kill the soldiers and loot the treasure chest to get the **Kephallonian lumber**. Return to Drucilla.



A Small Odyssey

RECOMMENDED LEVEL: 4

QUEST GIVER: Odessa

PREREQUISITE: Complete *Debt Collector* (main quest)

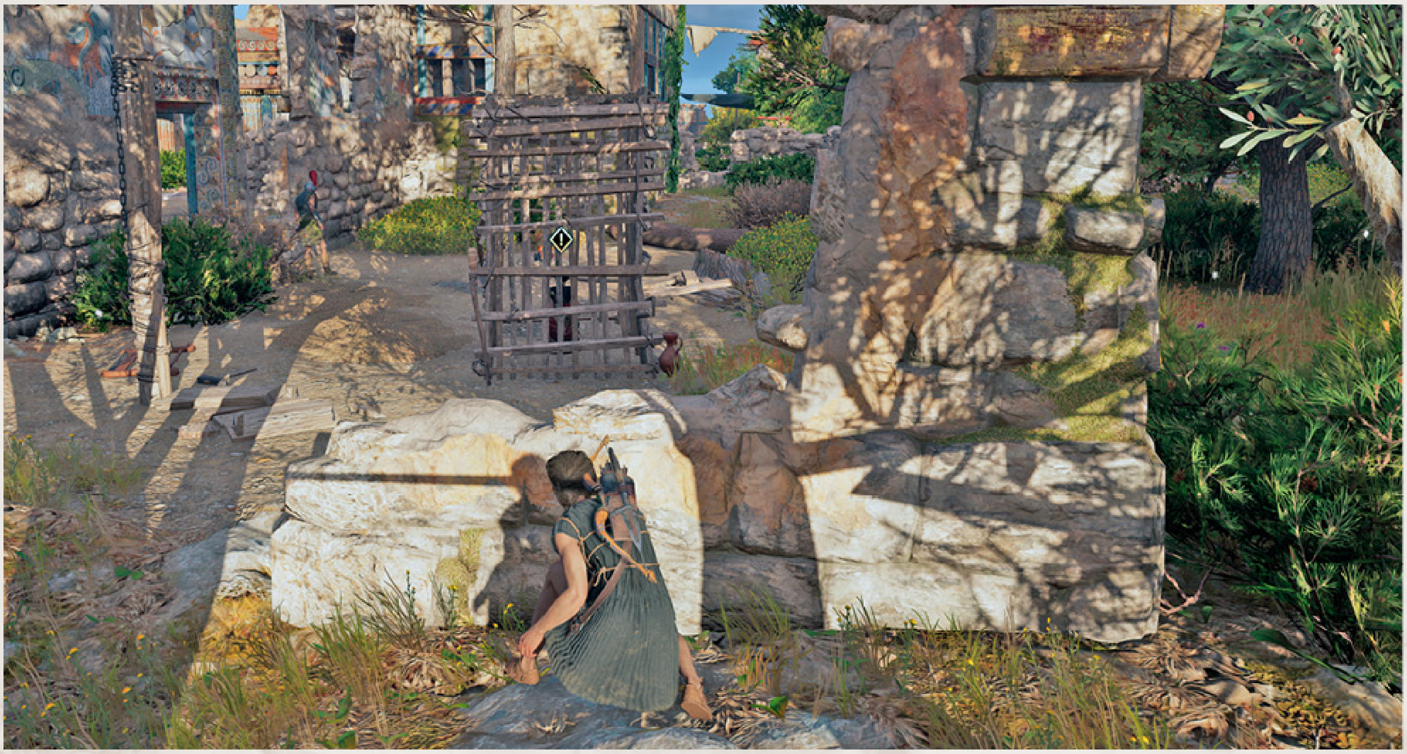
UNLOCKS: *A Family Ordeal*

LOCATION: Odysseus's Palace in Ithaka, Kephallonia islands

REWARD: No or medium drachmae (if you ask for pay); low, medium, or high XP (depending on result)

STORY: The scrappy Odessa is on a quest. She wants to reach the palace of her ancestor, the great Odysseus. When you saved her from a group of bandits, Odessa knew just who should escort her there.

Find Odessa locked up within the ruins of Odysseus's Palace on the south side of Ithaka. This quest becomes simpler if you clear out the soldiers before releasing her. Escort her east, then into the ruins, and then down to her boat on the western coast. You can romance Odessa, and by freeing her, two quests become available in Megaris. Eventually, you are able to recruit her to your Adrestia crew.



A SHIP CAME SAILING

RECOMMENDED LEVEL: 5

QUEST GIVER: Davos

PREREQUISITE: Complete *Debt Collector* (main quest)

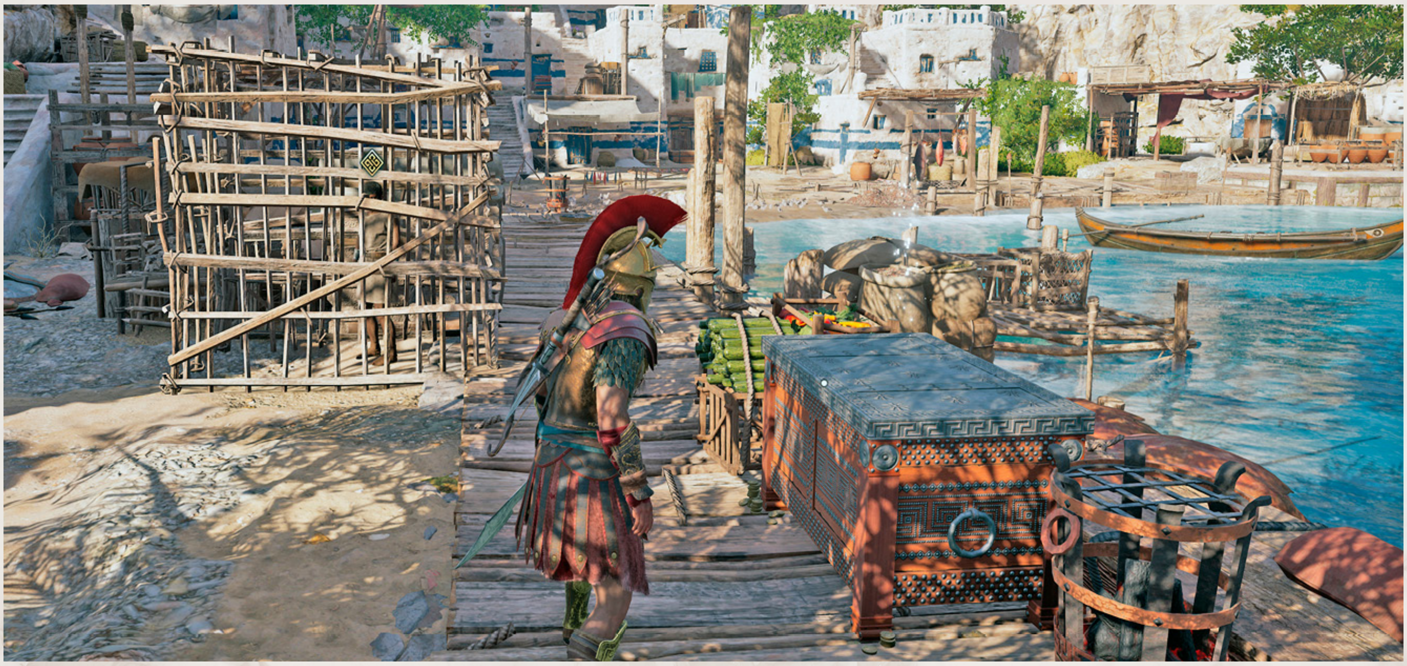
UNLOCKS: N/A

LOCATION: Kleptous Bay in Pronnoi Peninsula, Kephallonia islands

REWARD: Medium drachmae, medium XP

STORY: A rich, ostracized Athenian finds himself in Kephallonia—dirty, bandit-ridden Kephallonia. His brother was also sent along, but not without bandits stealing all his drachmae.

Speak to Davos on the southern cliff overlooking Kleptous Bay. The military camp is heavily guarded by bandits, including two leaders. You must free Davos's brother Orneos from his cage, located down on the docks. You can go straight to Orneos and release him, but you risk getting him killed—resulting in a failed quest. Instead, work your way around the camp and kill the bandits. You should also be on the lookout for the **brothers' riches**, which can be found in the treasure chest next to the water. You hold onto the riches after the quest and are unable to sell them. Once Orneos has been freed, stick close as he climbs the houses on the south side of the camp. Davos waits at the top, so speak to him to complete the quest.



IDIOT HUNT

RECOMMENDED LEVEL: 36

QUEST GIVER: Woman

PREREQUISITE: Episode 3

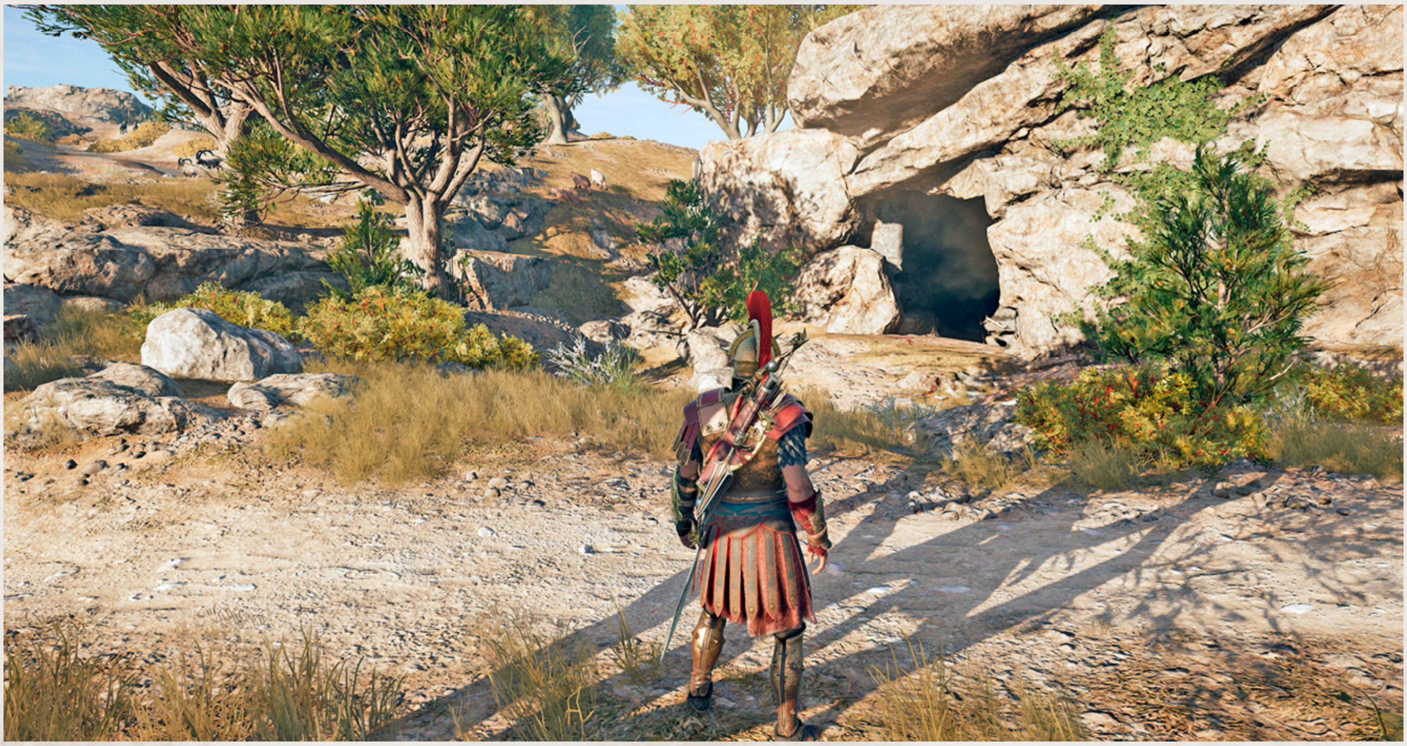
UNLOCKS: N/A

LOCATION: Skandeia Harbor in Skandeia Bay, Kythera island

REWARD: No or medium drachmae, no bow or epic bow (Death-Mark Bow), medium XP

STORY: You ventured into the wilds to help a worried woman find her husband—an idiot, by her claim.

The woman asks you to return her husband. Head west to Hunter's Cave and kill the lynx outside of the cave. Move inside and pick up the wounded hunter. Carry him back to Skandeia Harbor and talk to the wife for your reward. If the lynx kills the husband during the quest, you can lie to the wife about his condition, but you only receive the XP. If you carry the dead hunter back, the quest is failed.



Purple Pain

PURPLE PAIN

RECOMMENDED LEVEL: 36

QUEST GIVER: Father

PREREQUISITE: Episode 3

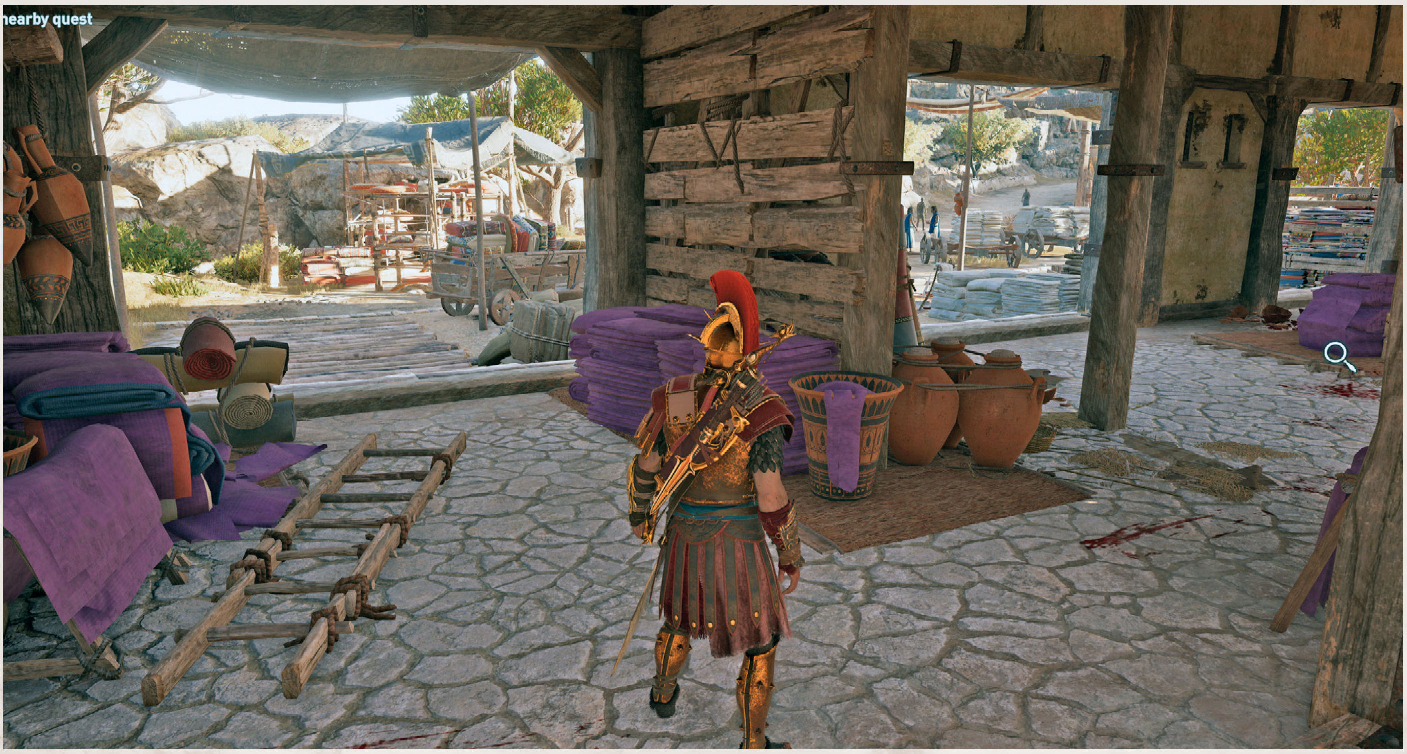
UNLOCKS: N/A

LOCATION: Murex Dyeing Facility in Aphrodite's Watch, Kythera island

REWARD: Medium or high drachmae, medium XP

STORY: Begged by a grieving father, you set out to investigate the murder of his son.

After talking to the father, head out to Murex Fort Warehouse, next to the water, to investigate. Interact with the blood on the floor, the murder weapon in the left corner, and the bracelet on the right. You must decide whether the murderer was the old man or Kythera's leader. You can go ahead and kill the one you suspect, or kill them both. Or, you can talk to the father first and pin the murder on one of them. If you chose the leader, find him at the Shrine of Aphrodite or the Leader House. Weaken the nation power for an easier kill and take care of him. Return to the father. If you chose the old man, chase him down and kill him.



TAKES DRACHMAE TO MAKE DRACHMAE

RECOMMENDED LEVEL: 36

QUEST GIVER: Street vendor

PREREQUISITE: Episode 3

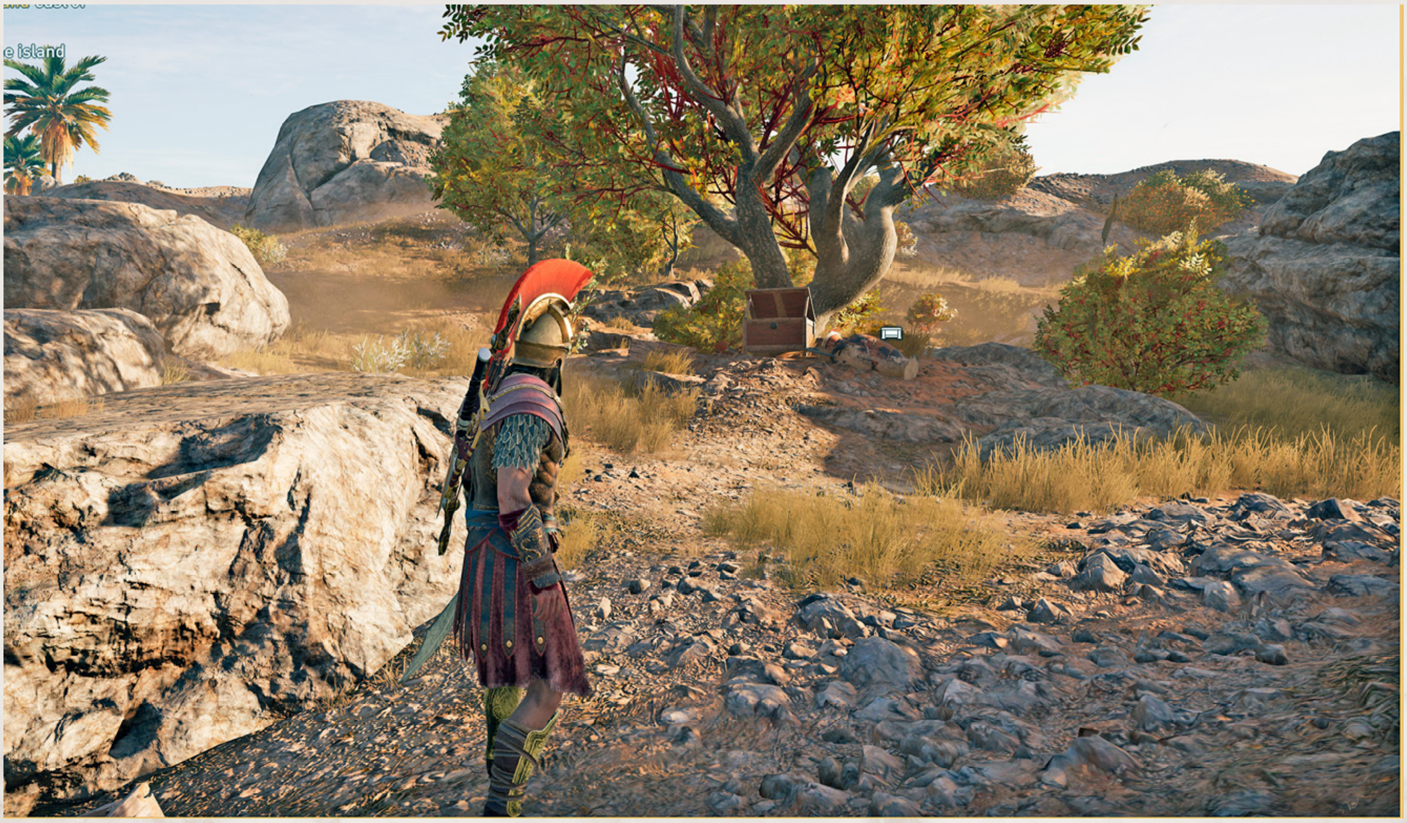
UNLOCKS: N/A

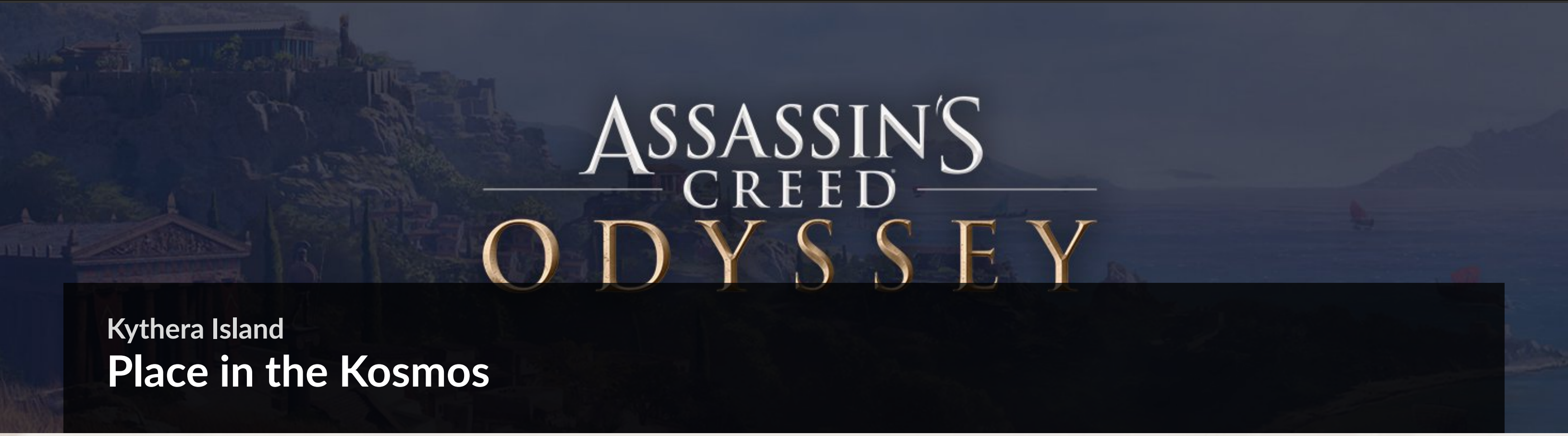
LOCATION: Pilgrimage site in Aphrodite's Watch, Kythera island

REWARD: Medium XP

STORY: A good salesman ropes you into searching for hidden valuables. Or, you hope they are valuable.

The street vendor at the pilgrimage site offers a treasure location for 1,000 drachmae. The tablet he sells you leads to Diakofti island on the east side of Pilgrim Hill. Scan the area to find the treasure sitting next to a tree. Watch for the treasure map bandit and a few other bandits nearby. Return to the vendor and interrogate him about the empty chest. Feel free to take your frustrations out on the guy, but you may need to chase him down.





Place in the Kosmos

PLACE IN THE KOSMOS

RECOMMENDED LEVEL: 36

QUEST GIVER: Diona

PREREQUISITE: Complete ***I, Diona***

UNLOCKS: ***By the Fates***

LOCATION: **Kythera island**

REWARD: N/A

STORY: Kythera risked falling into the clutches of the cult, but Diona, a persuasive priestess of Aphrodite, convinced you to help secure the island.

After you complete *I, Diona*, this quest begins with three support quests: *All Bonds Will Break*, *Pick Your Poison*, and *The Handmaiden's Story*. Complete them and return to Diona.

ALL BONDS WILL BREAK

RECOMMENDED LEVEL: 35

QUEST GIVER: Glaukos

PREREQUISITE: Complete *I, Diona*

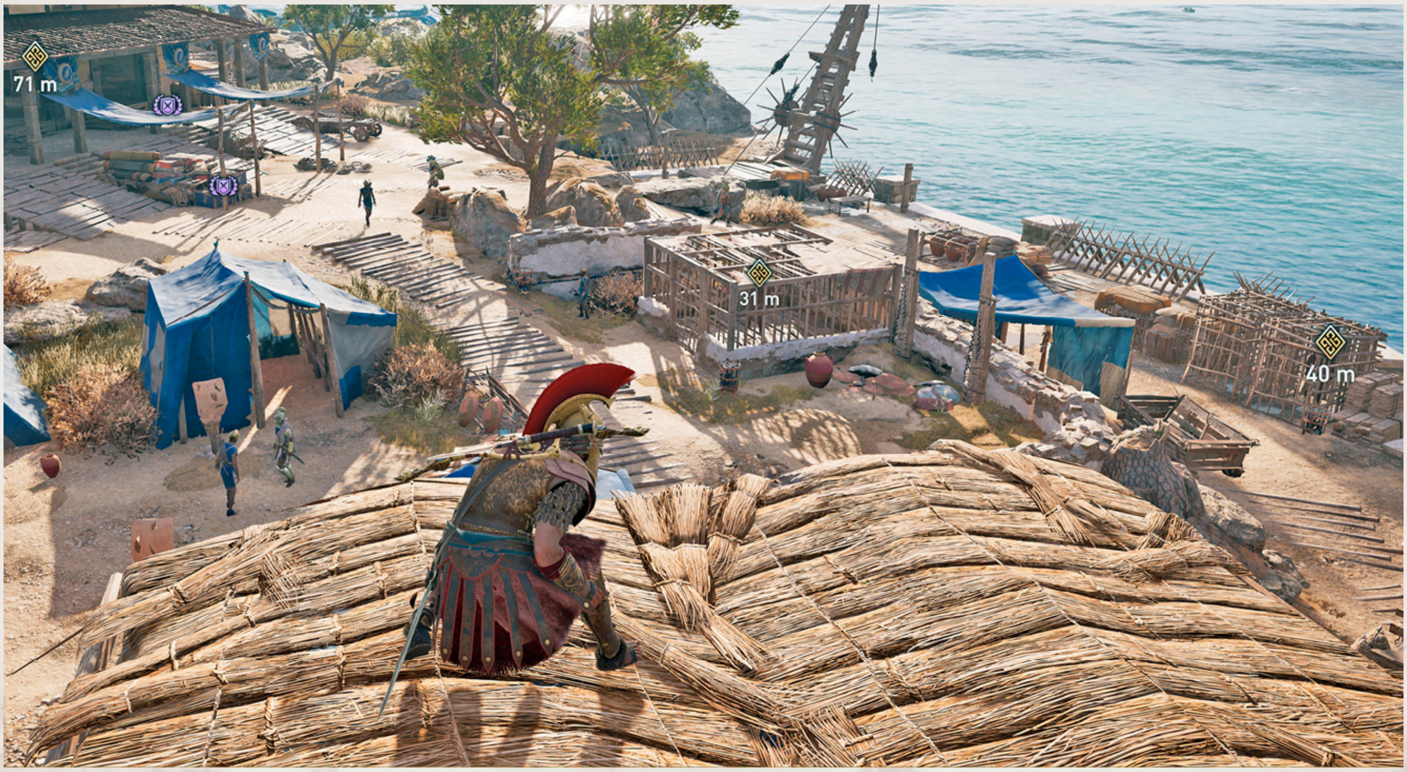
UNLOCKS: *Atoll Order*

LOCATION: Skandeia Harbor in Skandeia Bay, Kythera island

REWARD: Medium drachmae, rare bow (Kythera Bow), medium XP

STORY: Diona sent you to help the harbormaster with his tasks. He is an unpleasant man by the reports of many, but he has his uses.

Talk to the harbormaster, Glaukos, in Skandeia Harbor about aiding Diona. He wants you to find and free three prisoners in the Customs Warehouse in Skandeia Bay. The port is well-defended, so use the eagle to scout the area. One prisoner is locked up inside the warehouse, another is next to the water, and the third is in the middle. It is best to clear out the soldiers before releasing the prisoners for an easier exit. Return to Glaukos. The *Atoll Order* quest is unlocked as a support quest under *Place in the Kosmos*.



Atoll Order

RECOMMENDED LEVEL: 35

QUEST GIVER: Glaukos

PREREQUISITE: Complete *All Bonds Will Break*

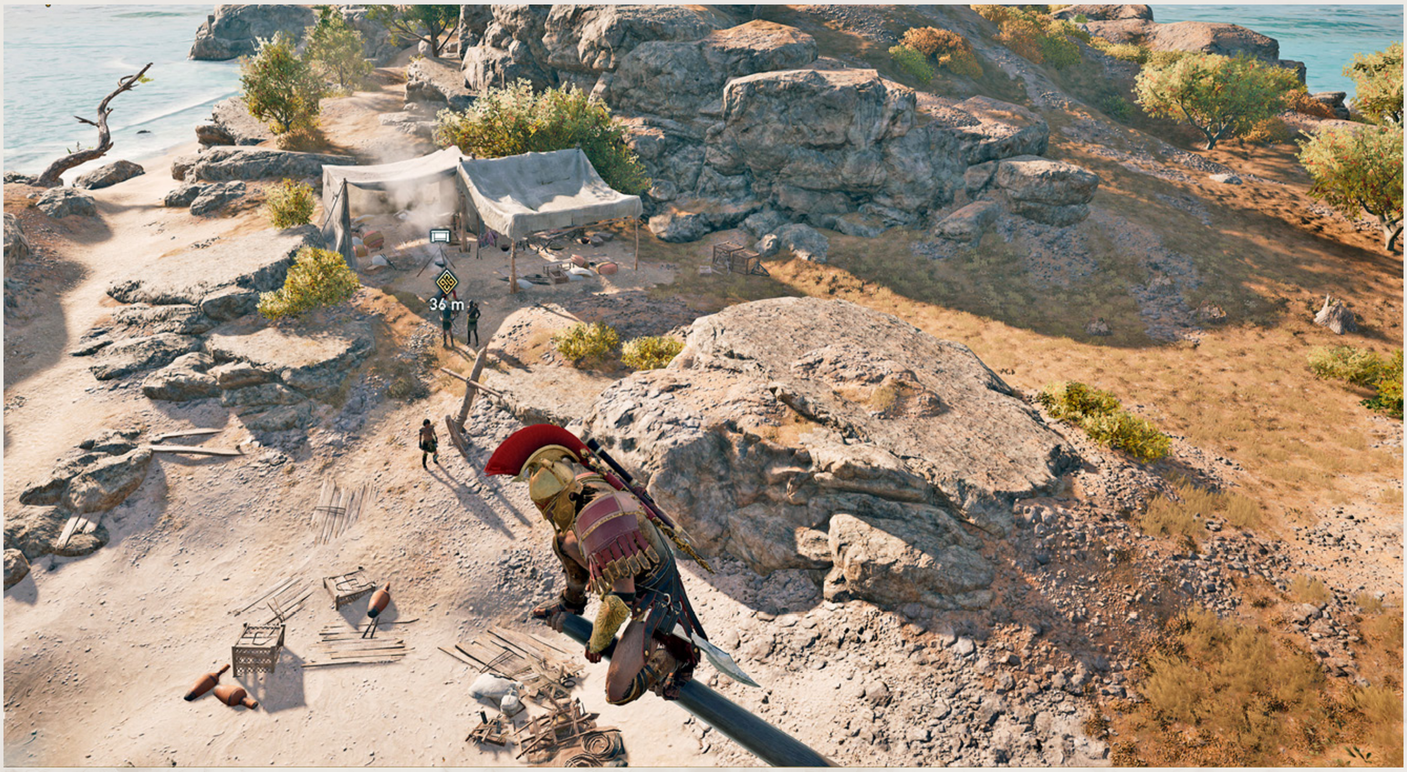
UNLOCKS: N/A

LOCATION: Skandeia Harbor in Skandeia Bay, Kythera island

REWARD: Medium drachmae, medium XP

STORY: The jealous harbormaster has yet another task for you. He claims that Diona needs a man to die.

Talk to Glaukos. He wants you to find and kill a captain around the shipwreck campsite in Chytra Atoll, located south of Skandeia Bay. There are five soldiers at the camp, including the captain. If you knock out the captain, he can be recruited to your crew. If you already wiped out the soldiers along with the captain at this campsite, then the quest is completed.



Pick Your Poison

PICK YOUR POISON

RECOMMENDED LEVEL: 35

QUEST GIVER: Diona

PREREQUISITE: Complete ***I, Diona***

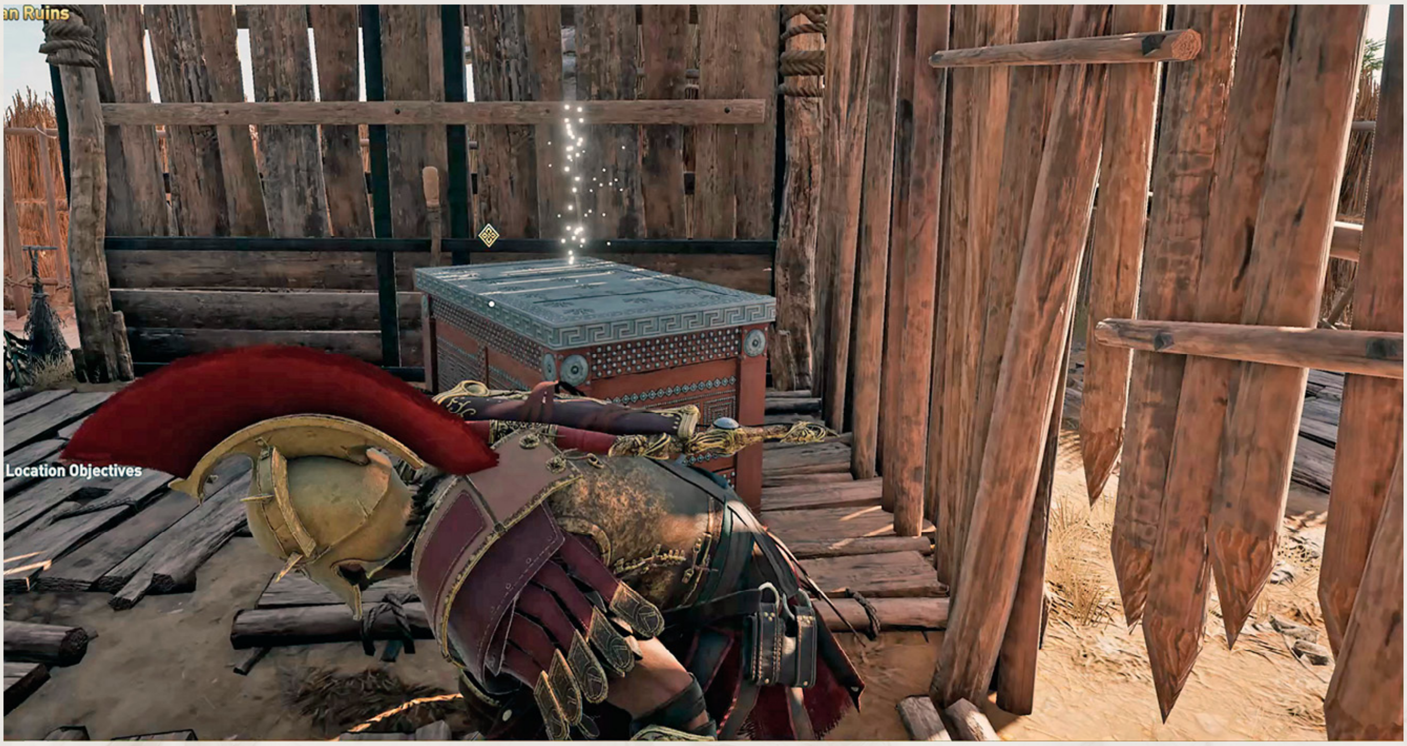
UNLOCKS: N/A

LOCATION: Kythera Town in Pilgrim Hill, Kythera island

REWARD: Medium drachmae, medium XP

STORY: You are tasked with heading into the Mycenaean Ruins to search for a stolen bag of poison for the priestesses of Kythera.

Find the satchel of poison from the Mycenaean Ruins south of Kythera Town in Skandeia Bay. The **bag of poisons** is found inside a treasure chest under a canopy on the south side. It is possible to slip through a small opening for a quick in-and-out operation. Or, you can kill the enemies and complete the ruins before returning to Diona at Kythera Town.



THE HANDMAIDEN'S STORY

RECOMMENDED LEVEL: 36

QUEST GIVER: Eritha

PREREQUISITE: Complete *I, Diona*

UNLOCKS: *In a Rush* (if you have completed All *Bonds Will Break*, *Atoll Order*, and *Pick Your Poison*)

LOCATION: Temple of Aphrodite in Aphrodite's Watch, Kythera island

REWARD: Medium drachmae, rare arms armor (Priestess Gloves), medium XP

STORY: Diona desperately needs you to go to the high priestess to help her find the traitor within their ranks—if there is one.

Talk to the high priestess, Eritha, about the traitor. Next, find and acquire information from the handmaiden at Olive Farm in Pilgrim Hill. A guardian and two scions (one elite) stand near the deceased handmaiden. Loot a note off the body and return it to the high priestess.

Show Location Objectives

In a Rush

RECOMMENDED LEVEL: 36

QUEST GIVER: Diona

PREREQUISITE: Complete *The Handmaiden's Story*

UNLOCKS: N/A

LOCATION: Kythera island

REWARD: N/A

STORY: Having aided Diona, you thought to return to the priestess, fearing for her safety from the cult.

This quest is enabled after you complete the previous four support quests. Return to Diona in Kythera Town and talk to her to complete In a Rush and Place in the Kosmos.

TRAINING DAYS

RECOMMENDED LEVEL: 33

QUEST GIVER: Xanthe

PREREQUISITE: Reach Krypteia Training Grounds, Lakonia, during episode 7

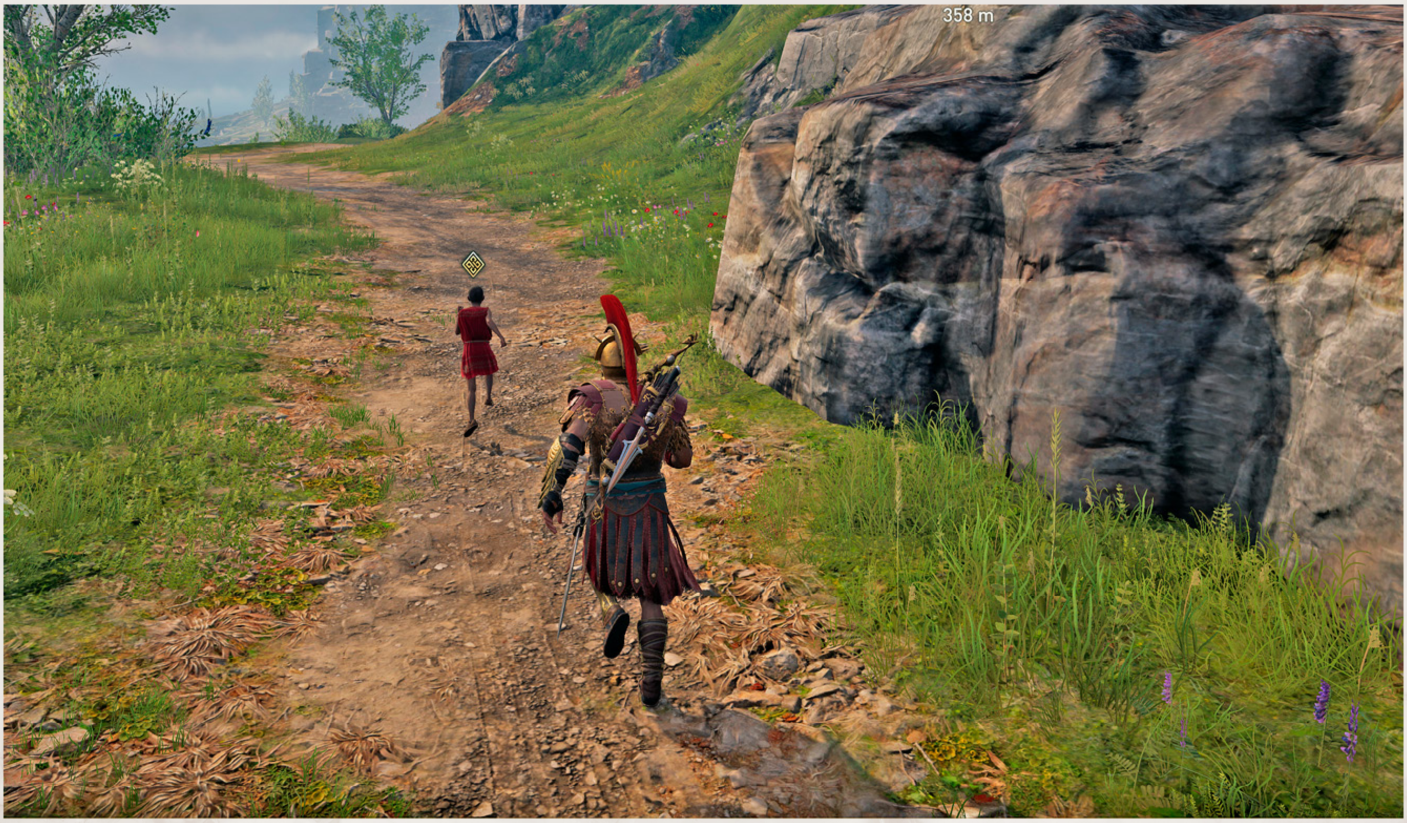
UNLOCKS: N/A

LOCATION: Pitana in Krypteia Training Grounds, Lakonia

REWARD: Medium drachmae, rare sword (Spartan Training Sword), medium XP

STORY: Magistrate Xanthe, an influential noblewoman of Pitana, asks you to escort her son, Makarios, to the agoge (trainer) for his training. The misthios's presence is seen as a great honor.

After talking to Xanthe, escort Makarios south to Agoge Camp North in northern Chasms of Taygetos. Stay close to Makarios to keep him moving, and watch out for wolves along the way. When you reach the camp, speak to Iatrokles, the agoge master. Fight him and then talk to him again. If you are desynchronized, you must start the quest over again.



A Legendary Hunt

❤ ZOPHERAS

A LEGENDARY HUNT

RECOMMENDED LEVEL: 36

QUEST GIVER: Archidamos

PREREQUISITE: Complete *Kings of Sparta* without completing *Bully the Bullies* and *One Bad Spartan Spoils the Bunch*

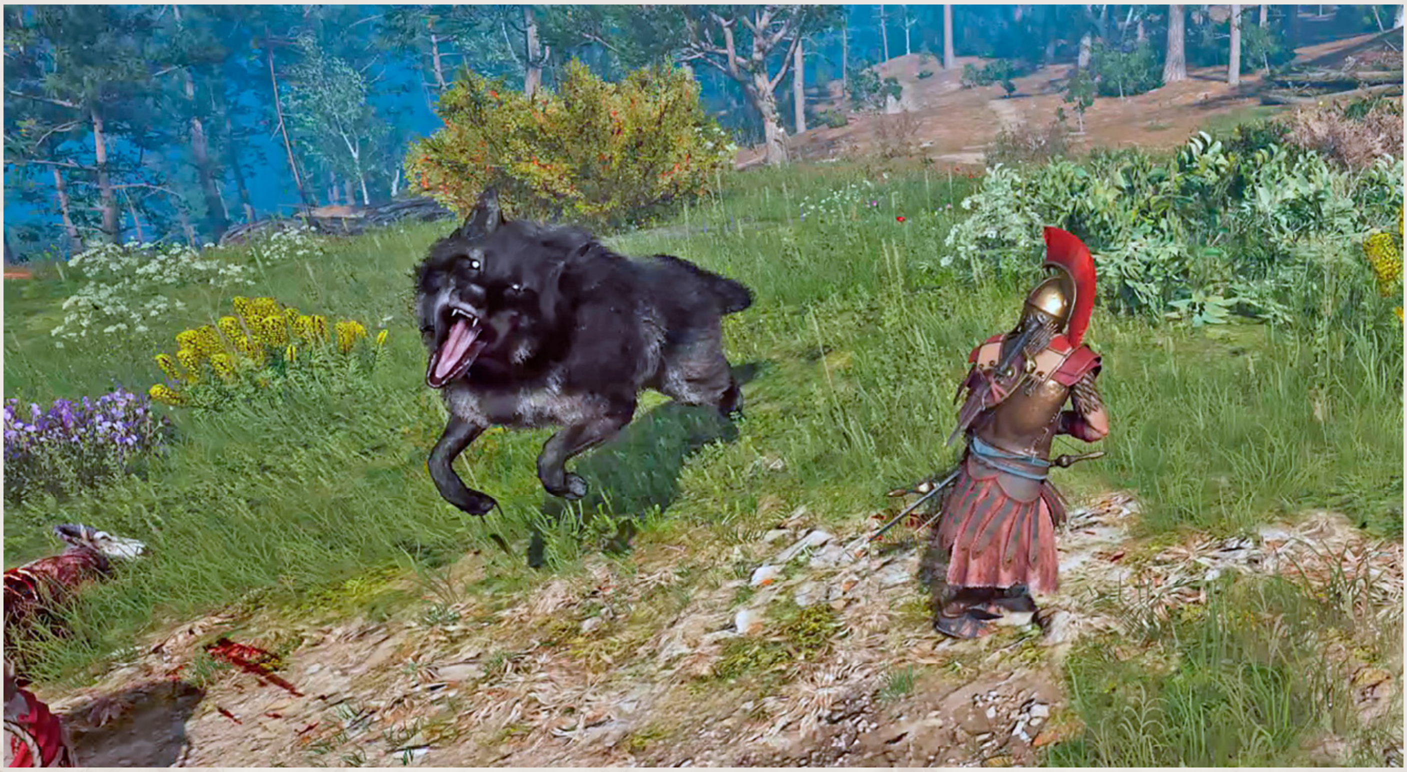
UNLOCKS: N/A

LOCATION: Sparta, Lakonia

REWARD: Low drachmae, rare torso armor (Wolfslayer's Breastplate), high XP

STORY: When one gains audience with the Spartan kings, it was customary to provide a kingly gift. Having arrived empty-handed, however, you are tasked with bringing back the head of a legendary wolf.

During your odyssey, the Spartan kings will ask you to find and retrieve the Lykaon wolf's head. The wolf is located in a clearing in northwest Dioskouroi Peninsula. By looting its pelt, you also complete one of Daphnae's Daughters of Artemis quests.



Lakonia

Brothers in Arms

BROTHERS IN ARMS

RECOMMENDED LEVEL: 34

QUEST GIVER: Iatrokles

PREREQUISITE: Complete *Training Days*

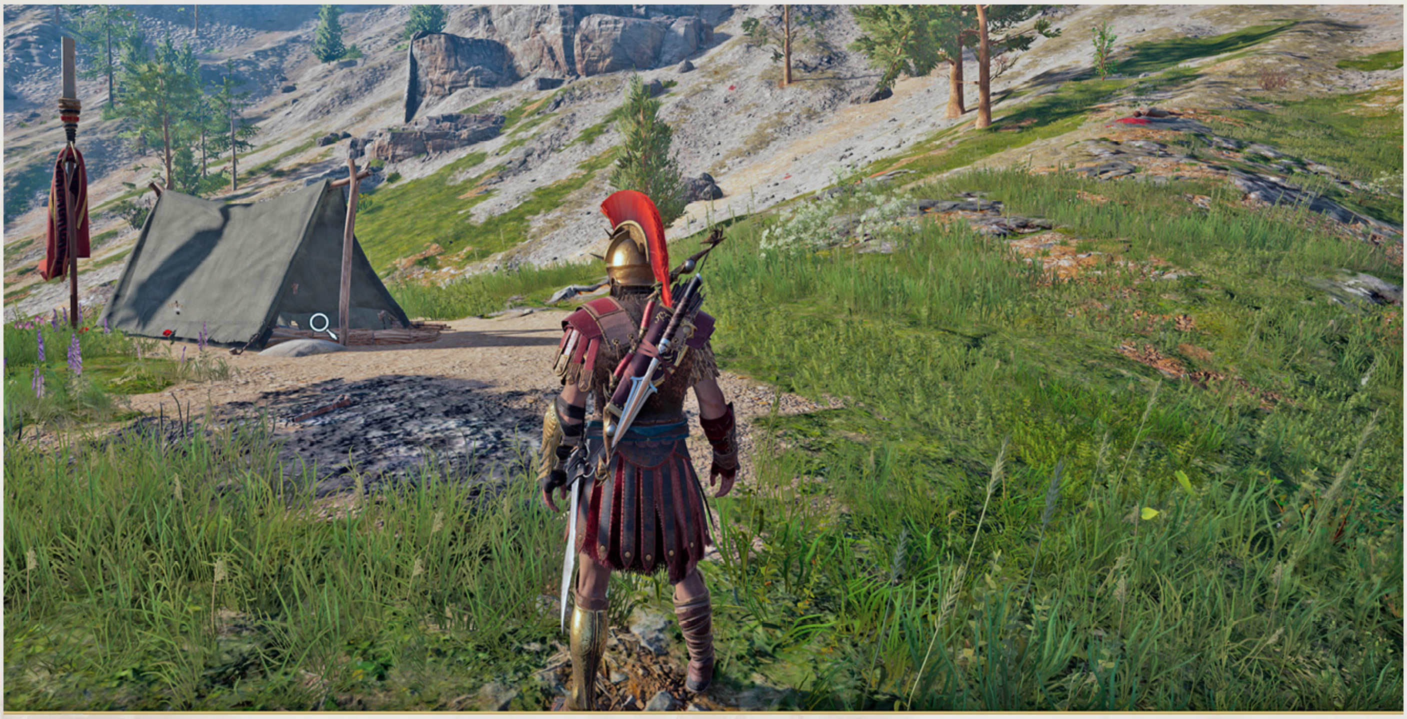
UNLOCKS: *Not My Mother's Daughter*, *A Treasury of Legends*

LOCATION: Agoge Camp North in Chasms of Taygetos, Lakonia

REWARD: Low drachmae, rare waist armor (Spartan Belt), low XP

STORY: Your abilities have earned the respect of Iatrokles, the agoge master. He then entrusted you with finding two lost recruits who disappeared mysteriously from their overnight camp.

Investigate the Agoge Camp North outpost southwest of the quest giver. Interact with the shield and burned patch near the tent, as well as the blood spot, body, and trail to the west. These clues lead to the Cave of Sorrows farther southwest in Mount Taygetos. The entrance is on the north side of the mountain. Deal with the three bandits inside, and then free and talk to Theoros. Return to Xanthe and talk to her about her sons.



Lakonia

Not My Mother's Daughter

NOT MY MOTHER'S DAUGHTER

RECOMMENDED LEVEL: 32

QUEST GIVER: Zita

PREREQUISITE: Complete *Brothers in Arms*

UNLOCKS: N/A

LOCATION: Sparta, Lakonia

REWARD: Medium drachmae, rare waist armor (Spartan Waistband), medium XP

STORY: It could be said that many young Spartans are impetuous. Zopheras makes no secret of her youthful impulses. She and her mother agree that only the Eagle Bearer has the drive to meet her challenge.

Run with Zopheras to the entrance of the Dromos. Run straight toward the objective markers; she will catch up. Talk to Zopheras and mount one of the nearby horses. Ride to the bridge south of Sparta, talk to Zopheras, and jump back on the horse. Follow Zopheras to her secret spot and talk to her again to complete the quest.

A TREASURY OF LEGENDS

RECOMMENDED LEVEL: 32

QUEST GIVER: Damia

PREREQUISITE: Complete ***Brothers in Arms*** and ***Discover Sparta***

UNLOCKS: N/A

LOCATION: Temple of Dionysos Kolonata in Sparta, Lakonia

REWARD: Low drachmae, rare torso armor (Spartan Cuirass), low XP

STORY: The noble lady Damia, hearing of your skills, enlists you to teach uninspired, bored children the story of Perseus.

After speaking to Damia, find the group of children on another terrace of the Temple of Dionysos Kolonata and talk to them about Perseus. Make five choices during the story to change the children's reaction. For the most accurate story, select the following options. Or, you can do your own thing, but they are a tough audience.

- **Zeus visited a mortal woman as a golden shower.**
- **Perseus grew up under the care of a fisher man, Diktys.**
- **An evil ruler wants to marry Danae. Perseus goes on an impossible quest to stop him.**
- **Perseus must get a gorgon's head as a gift for King Polydektes.**
- **Perseus competes in games and accidentally kills Akrisios.**
-

SACRED FAVORS

RECOMMENDED LEVEL: 32

QUEST GIVER: Zeuxo

PREREQUISITE: Complete ***Brothers in Arms***

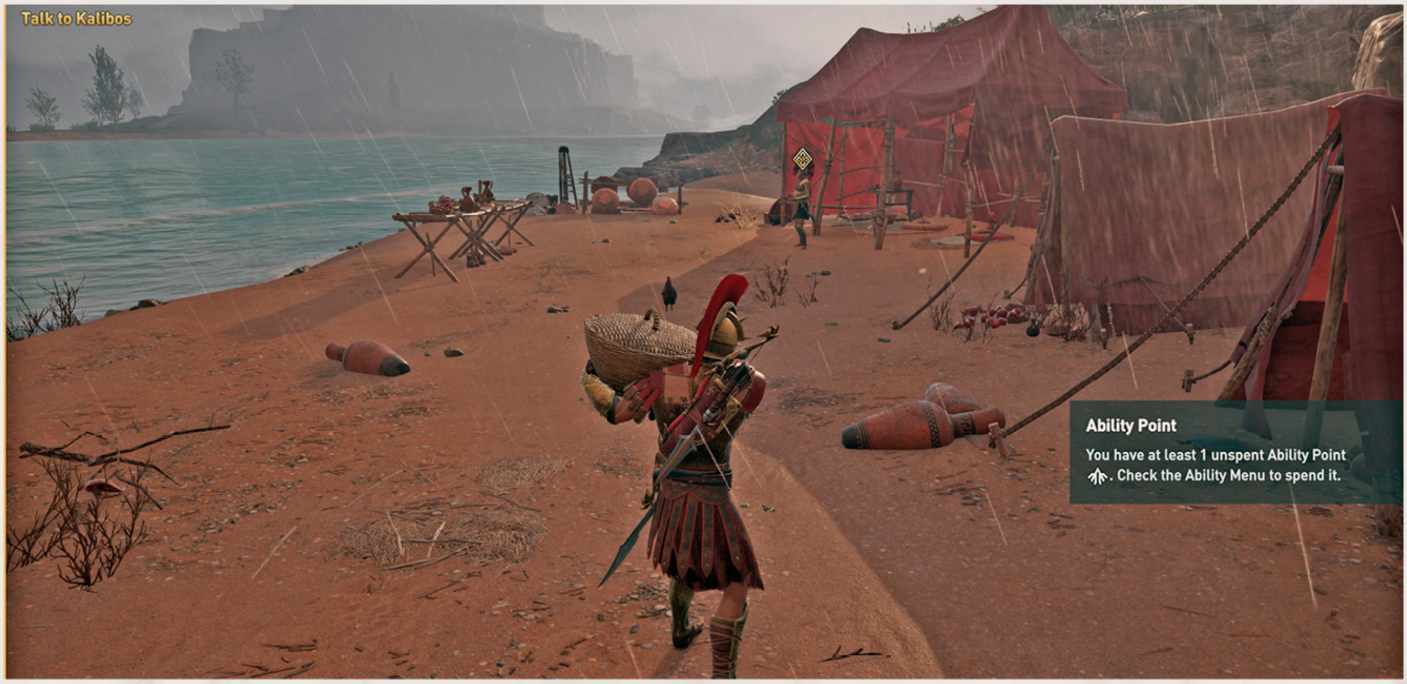
UNLOCKS: N/A

LOCATION: Geronthai in Limnai Marsh, Lakonia

REWARD: Medium drachmae, epic spear (Spartan Spear), medium XP

STORY: Following the directions of Magistrate Xanthe, you are asked to carry an important basket to a Spartan general.

Zeuxo asks that you deliver a package to Kalibos. Pick up the basket and take it to the general, located at the camp next to the water in Helot Hills. Talk to Kalibos and decide whether to partake in drinks or not. Athenians ambush the Spartan camp, so proceed with killing them. The drinking may have an effect on the Spartan soldiers. Once they have been defeated, including the archers that fire arrows from distance, talk to Kalibos.



Ability Point

You have at least 1 unspent Ability Point. Check the Ability Menu to spend it.

A Godless Blight

RECOMMENDED LEVEL: 32

QUEST GIVER: Lanike

PREREQUISITE: Complete *Brothers in Arms*

UNLOCKS: N/A

LOCATION: Amyklai Farm in Forest of Eurotas, Lakonia

REWARD: Medium drachmae, rare heavy bladed weapon (Spartan Grain Scythe), medium XP

STORY: At Magistrate Xanthe's request, you venture to a farm in the fertile valley of Lakonia to investigate the blight.

Speak to Lanike at the farm to begin your investigation of the blight. Talk to the helots who currently work the fields, Maron and Teuta; the order doesn't matter. Talk to Maron the helot and threaten him or offer to help. With the former choice, defeat him and talk to him again. If you offered to help, find and acquire a hoe next to the silo and deliver it to Maron. No matter your choice, next you must investigate by the river. The body, debris, and ibex carcass must be interacted with to complete the investigation. Finish his task by carrying the three dead bodies out of the river. Drop them off in the previous investigation area.

Talk to Teuta the helot and either threaten her or ask what she needs. If you choose to fight, defeat her and then talk to her again. If you offer to help, you must acquire mint for her from the table next to the farmhouse and return it to the helot. No matter which choice you make, next you must investigate the field. Interact with the tanner's oil, stained earth, and crushed plants. Then, burn the contaminated crops with torches. Be sure to burn every bit of the U-shaped area.

Once you have dealt with both helots, talk to Lanike

END OF THE DAY

RECOMMENDED LEVEL: 32

QUEST GIVER: Xanthe

PREREQUISITE: Complete *Not My Mother's Daughter*, *A Treasury of Legends*, *Sacred Favors*, and *A Godless Blight*

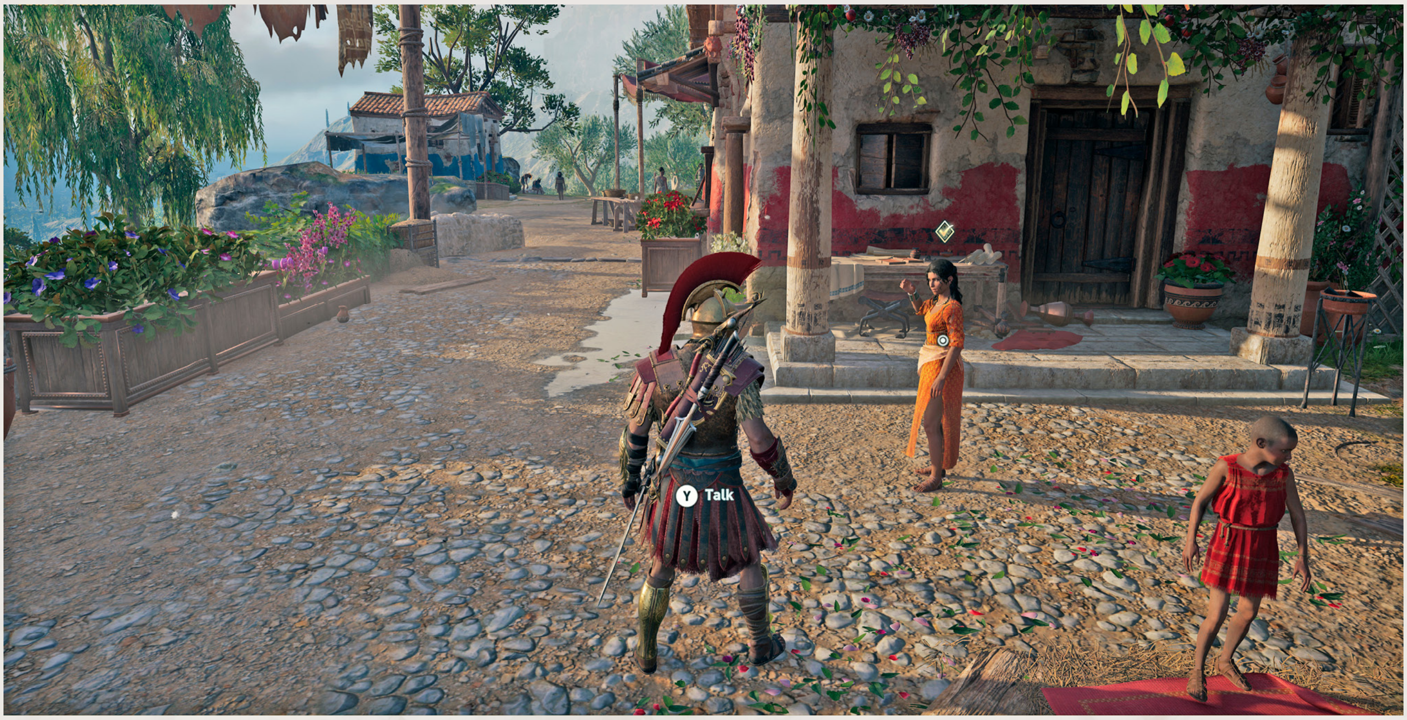
UNLOCKS: N/A

LOCATION: Pitana in Krypteia Training Grounds, Lakonia

REWARD: High drachmae, epic sword (Ranger's Blade), high XP

STORY: After helping the people of Lakonia, you have become a local legend and earned her reward tenfold. Xanthe is always willing to acknowledge good service.

After you complete the quests for the people of Lakonia, talk to Xanthe to get your reward.



Lokris

Family Values

KOSTA

FAMILY VALUES

RECOMMENDED LEVEL: 12

QUEST GIVER: Supideo

PREREQUISITE: Discover *Red Lake Bay*, *Lokris*

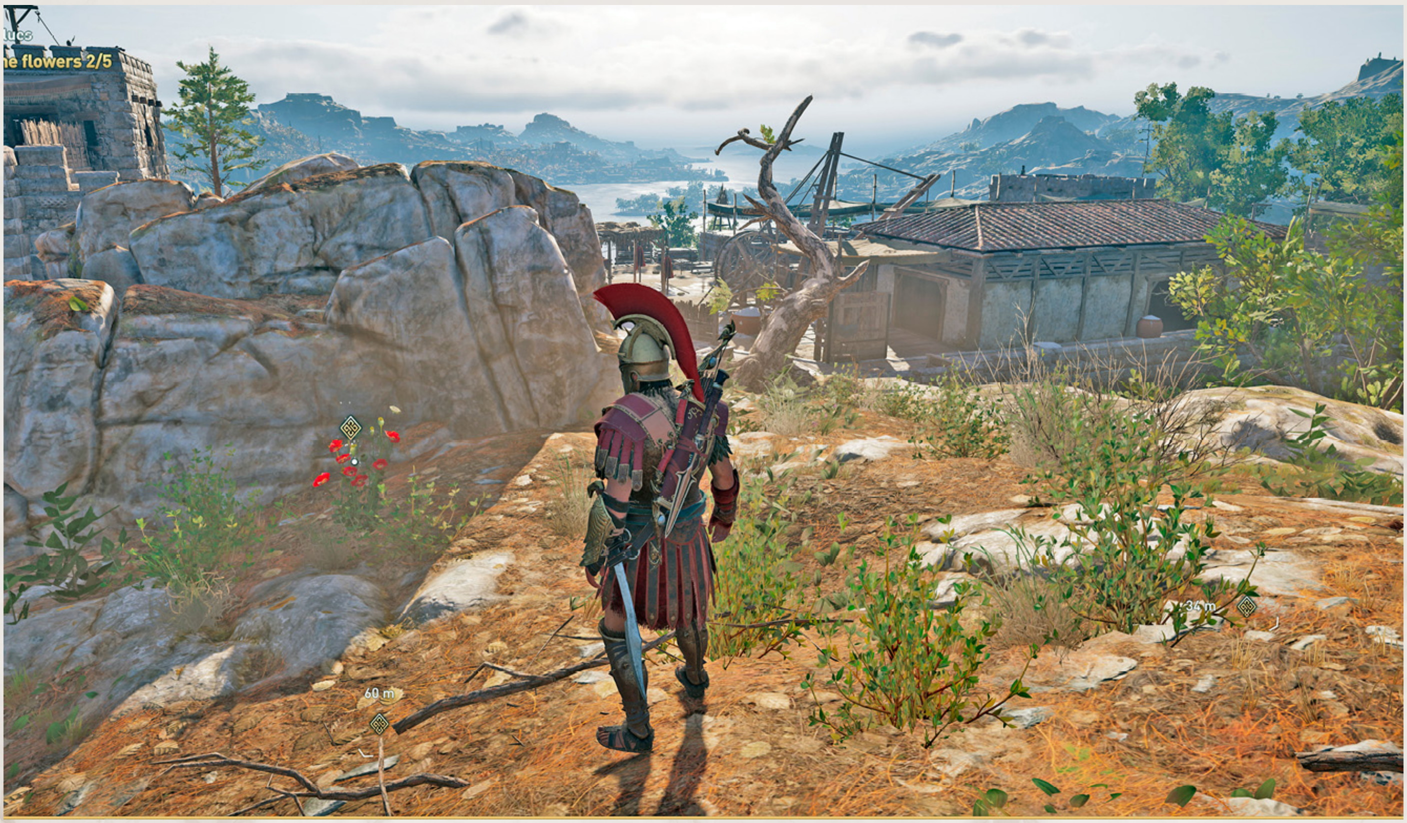
UNLOCKS: *Confiscated*

LOCATION: Opous in Red Lake Bay, Lokris

REWARD: Medium drachmae, rare sword (Family Sword), medium XP

STORY: When the Oracle told Supideo he would do terrible things to his parents, he locked himself in a cage. To further ensure their safety, he hires you to retrieve his sword from the blacksmith.

After finding Supideo locked up in a cage in Opous, find and talk to the Opous blacksmith, Kosta. He wants you to gather five flowers of Aphrodite, found in the center of Red Lake Bay. Before reaching the area, scan with the eagle for an easier time tracking down five flowers—and bears. You can attempt to avoid the bears, but if one gets close, it must be killed before you can collect any more flowers. Once all five are collected, return to Kosta. Note that Kosta is a love interest, so handle the conversation accordingly if you wish to make his day. Return Supideo's sword to Supideo, which leads directly into the next quest, *Confiscated*.



Lokris

Confiscated

Confiscated

RECOMMENDED LEVEL: 12

QUEST GIVER: Supideo

PREREQUISITE: Complete ***Family Values***

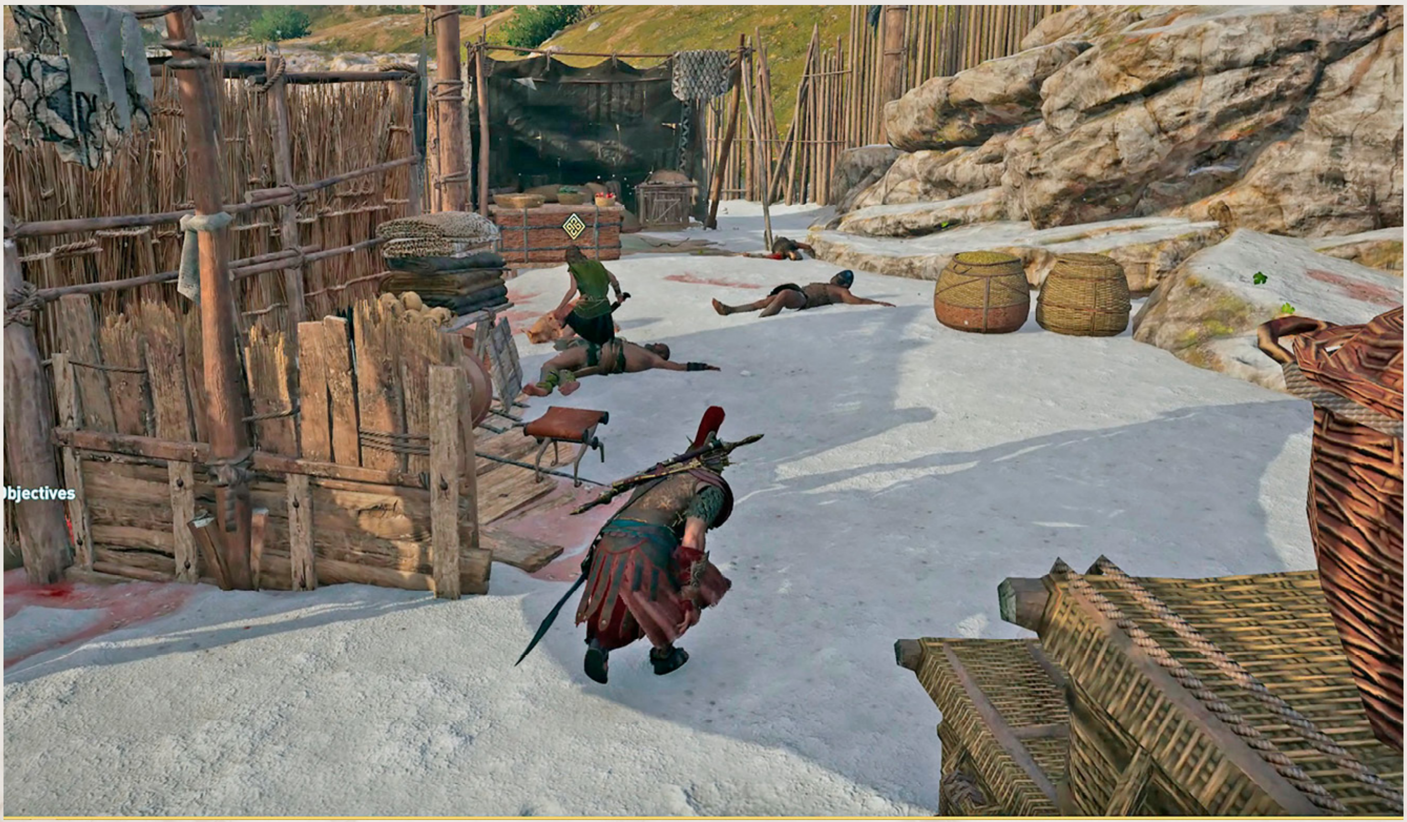
UNLOCKS: N/A

LOCATION: Opous in Red Lake Bay, Lokris

REWARD: Low drachmae, epic head armor (Blindfold), medium XP

STORY: Supideo felt better once his parents had the sword, but he can't rest easy until they have his shield as well. The shield has been stolen by bandits, however, so you have to steal it back.

Supideo now wants you to find and kill the bandit leader at the Red Lake bandit camp on the northwest side of Red Lake. He is in the cave, with other bandits inside and out. If you take on the outdoor bandits and break stealth, the leader may exit the cave. Loot Supideo's shield and a dagger from the leader, then return to Supideo. It is possible to obtain these items before this quest, so they may already be in your inventory. Depending on your choices through the previous two quests, you may need to track Supideo down to get your full reward.



THE LOST ARKALOCHORI AXE

RECOMMENDED LEVEL: 26

QUEST GIVER: Priestess

PREREQUISITE: Episode 3 and discover *Octopus Bay*

UNLOCKS: N/A

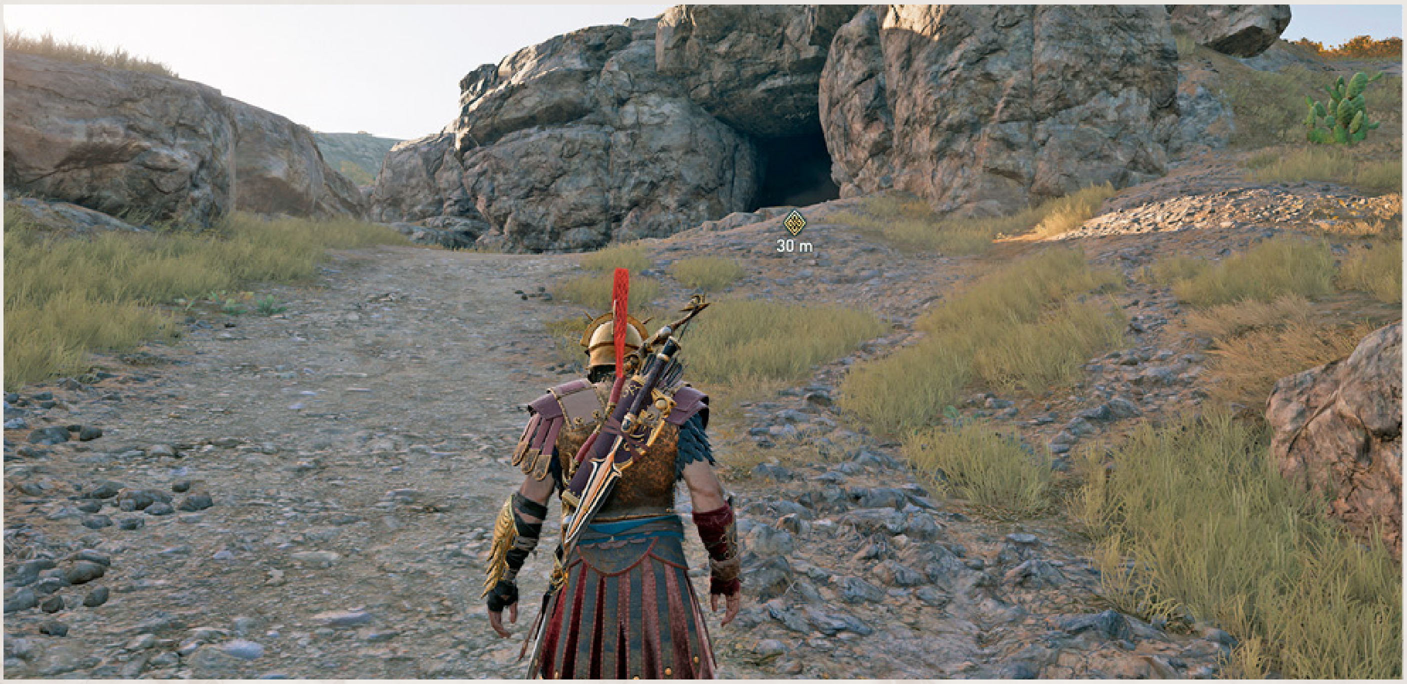
LOCATION: Heraklion in Octopus Bay, Messara

REWARD: Rare heavy blade (Arkalochori Axe)—if chosen to keep, low or medium drachmae, medium XP

STORY: In Heraklion, you are begged by a priestess to retrieve a ceremonial axe to appease Poseidon and a mysterious man known only as Swordfish.

The priestess asks you to find and acquire the Arkalochori Axe from bandits in Arkalochori Cave, east of Heraklion. A few bandits inside must be dealt with. The axe sits on a table in the back room, next to the lone treasure chest. Return to the priestess. The conversation offers a chance to gain information about "Swordfish," which can be valuable in a later quest. You may also choose to keep the axe for yourself.

If you have (or begin) this quest during the *Of Minotaurs and Men* quest, this becomes a support quest, which leads into the Blood in the Water support quest. Refer to *The Gates of Atlantis* quests in *Between Two Worlds* for more information.



Flowers for the Dead

FLOWERS FOR THE DEAD

RECOMMENDED LEVEL: 27

QUEST GIVER: Old man

PREREQUISITE: Episode 3 and discover *Minos's Legacy*

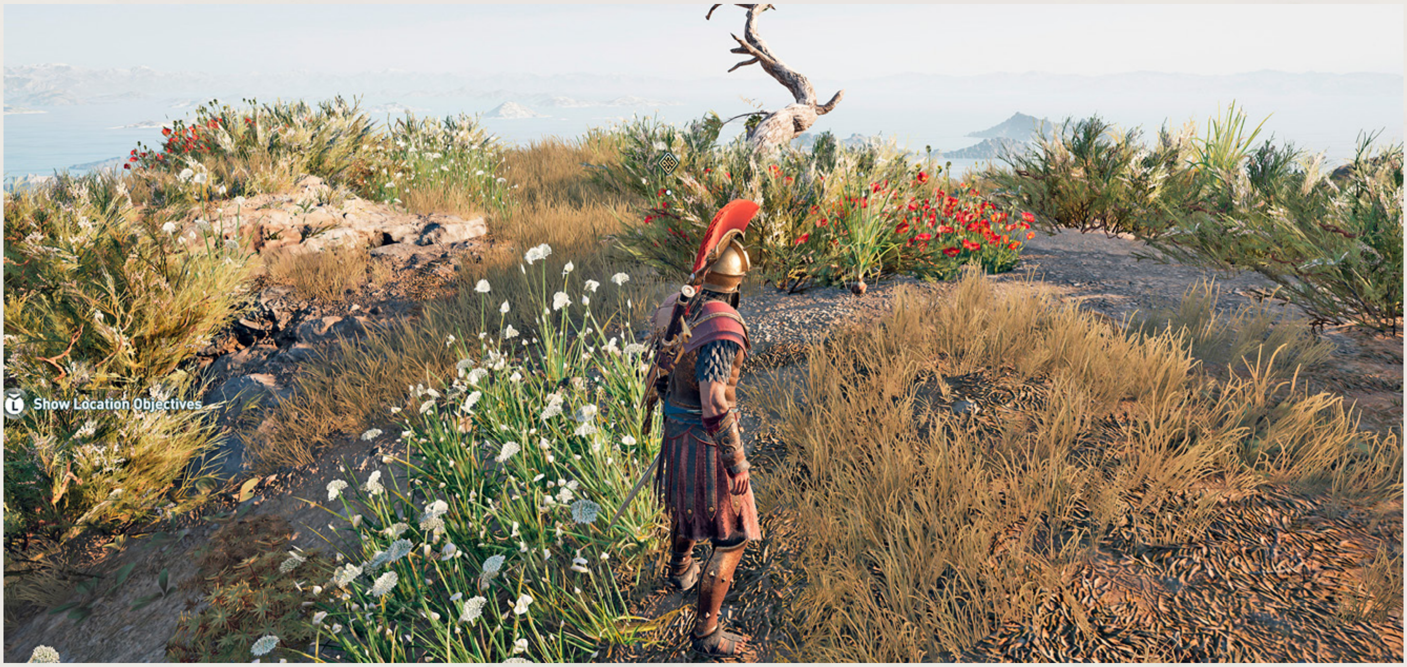
UNLOCKS: N/A

LOCATION: West of Knossos Palace in Minos's Legacy, Messara

REWARD: No or low drachmae, no or rare torso armor (Veteran Breastplate), medium XP

STORY: You come across an old man who knows firsthand that all flowers eventually wither.

Talk to the old man, found on a cliff west of Knossos Palace, who asks you to find and acquire the red flower found atop the tallest peak in Messara. Travel to the top of Mount Ida in Zeus's Playground and grab the flower that grows near the viewpoint. Return to the old man. Unless you ask for your payment, you will receive only XP for your efforts.



Fang for Your Buck

RECOMMENDED LEVEL: 27

QUEST GIVER: Street vendor

PREREQUISITE: *Episode 3* and discover *Minos's Legacy*

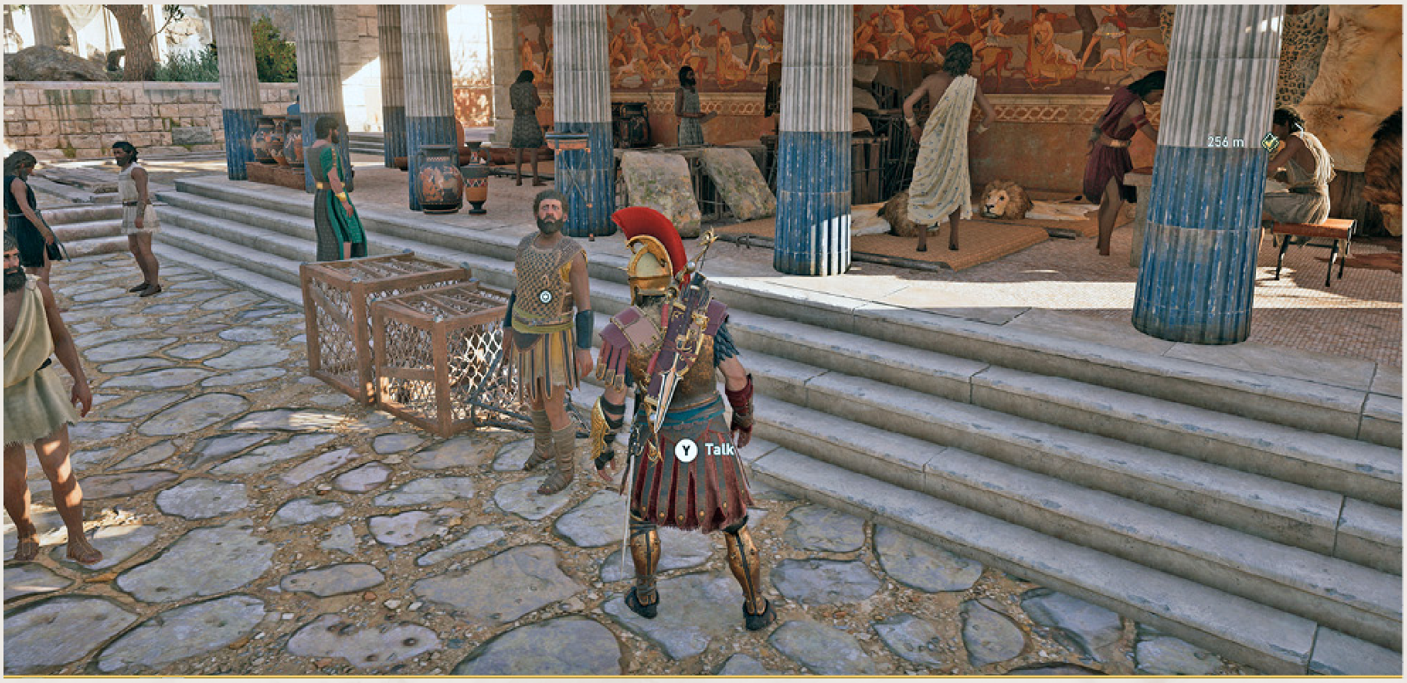
UNLOCKS: N/A

LOCATION: Gortyn in Minos's Legacy, Messara

REWARD: Medium drachmae, rare bow (Ares's Bow of Slaughter), medium XP

STORY: The weaponsmith has a discerning eye and knows only the sharpest teeth will do for his new bow. Having known sharp teeth your whole life, you are the one to get them.

The street vendor asks for rare fangs in exchange for a rare bow. You must gather a **lion fang**, **lynx fang**, and **shark teeth** and return them to the vendor. If you already have these trade goods, the quest can be completed right away.



Messara

Gortyn Out of Hand

GORTYN OUT OF HAND

RECOMMENDED LEVEL: 27

QUEST GIVER: Ptolemaios

PREREQUISITE: Episode 3 and discover *Minos's Legacy*

UNLOCKS: N/A

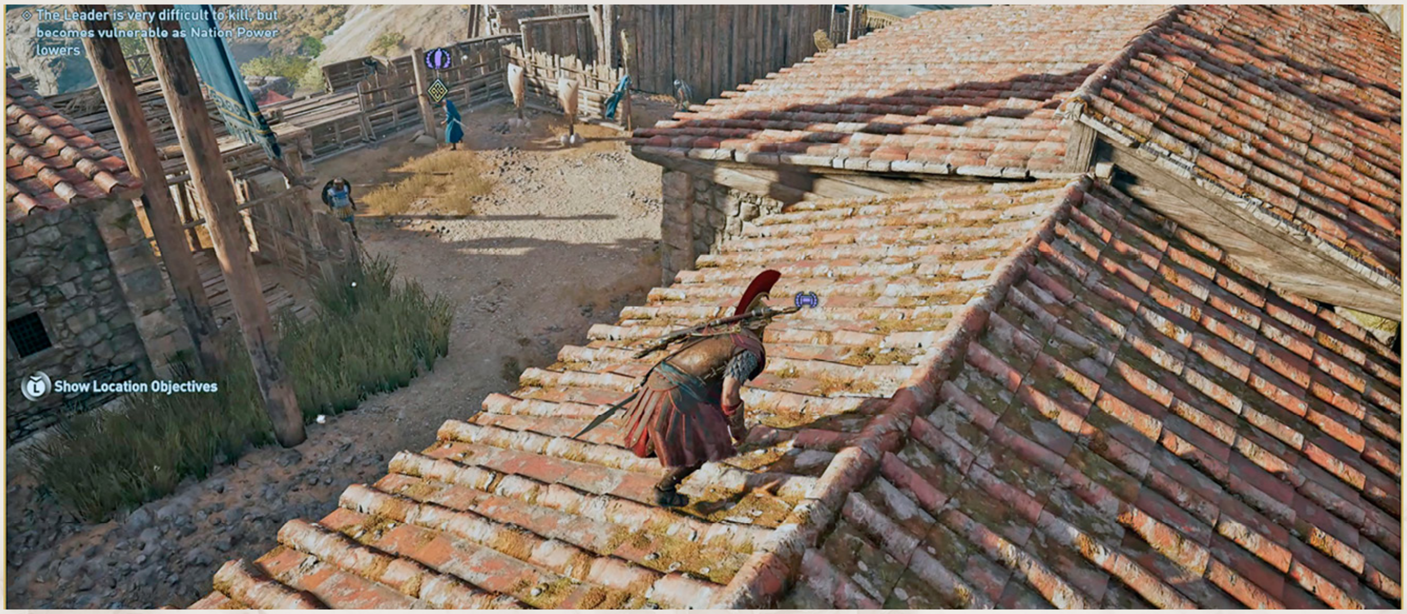
LOCATION: Gortyn Code (Gortyn) in Minos's Legacy, Messara

REWARD: High drachmae, rare head armor (Theseus's Helmet), medium XP

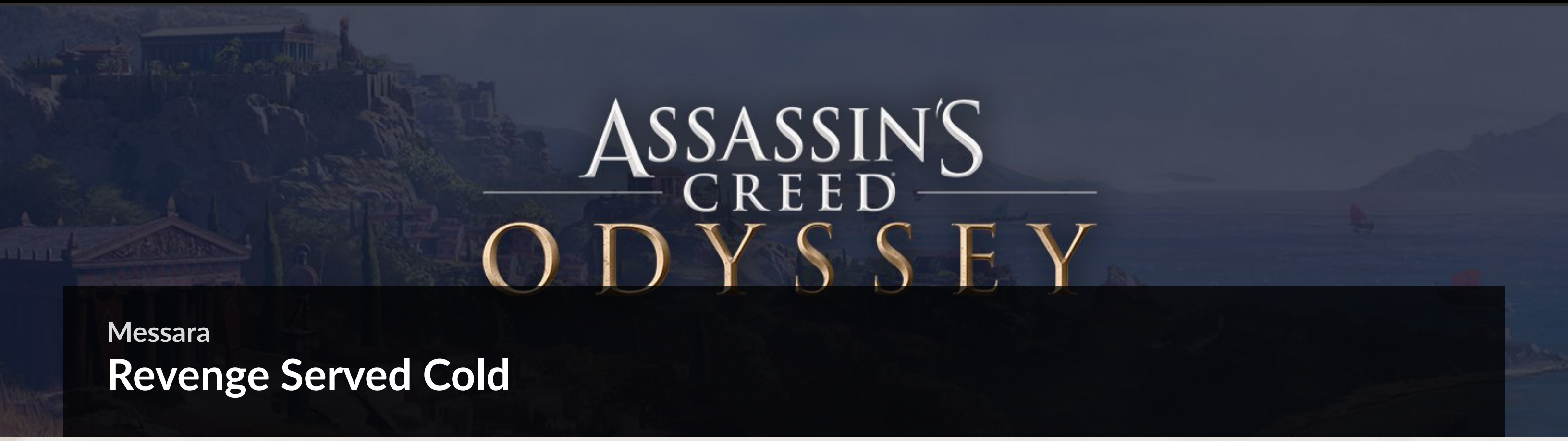
STORY: Some would argue war isn't good for much, but one man thinks it is just what Gortyn needs.

Speak to the civilian at the Gortyn Code and accept his request to find and kill the visiting herald. Find the herald at the Leader House on the hill in northern Gortyn. You can weaken nation power in Messara by burning war supplies, looting nation chests, and committing other acts against the ruling side. Once the nation power is weakened, observe the herald's movements at night. You may find him on the roof terrace with only one guard nearby.

Once the herald is defeated, head to Daidalos Fort south of Gortyn to find and kill the leader of Messara. At night, find him in the northern building. Make your way around the perimeter first. If you haven't already done it, burn the five war supplies and pillage the nation chest. Kill the weakened leader. Return to Ptolemaios once both targets have been killed.



The Leader is very difficult to kill, but becomes vulnerable as Nation Power lowers


ASSASSIN'S CREED ODYSSEY

Messara

Revenge Served Cold

REVENGE SERVED COLD

RECOMMENDED LEVEL: 28

QUEST GIVER: Civilian

PREREQUISITE: Episode 3 and discover *Minos's Legacy*

UNLOCKS: N/A

LOCATION: Gortyn in Minos's Legacy, Messara

REWARD: Rare waist armor (Belt of Ares), low or high drachmae, medium XP

STORY: In Gortyn, you come across grieving families who have fallen victim to the Followers of Ares. Anguished, they beseech you to avenge their dead.

The civilian asks you to find and kill 10 Followers of Ares in Messara. They have been spotted in caves around Zeus's Playground. You may also find some at the ruins.

Temple of Athena Poliouchos
Loot Treasure 0/1

Messara

It's Complicated

IT'S COMPLICATED

RECOMMENDED LEVEL: 28

QUEST GIVER: Dead man's letter

PREREQUISITE: Episode 3 and discover *Zeus's Playground*

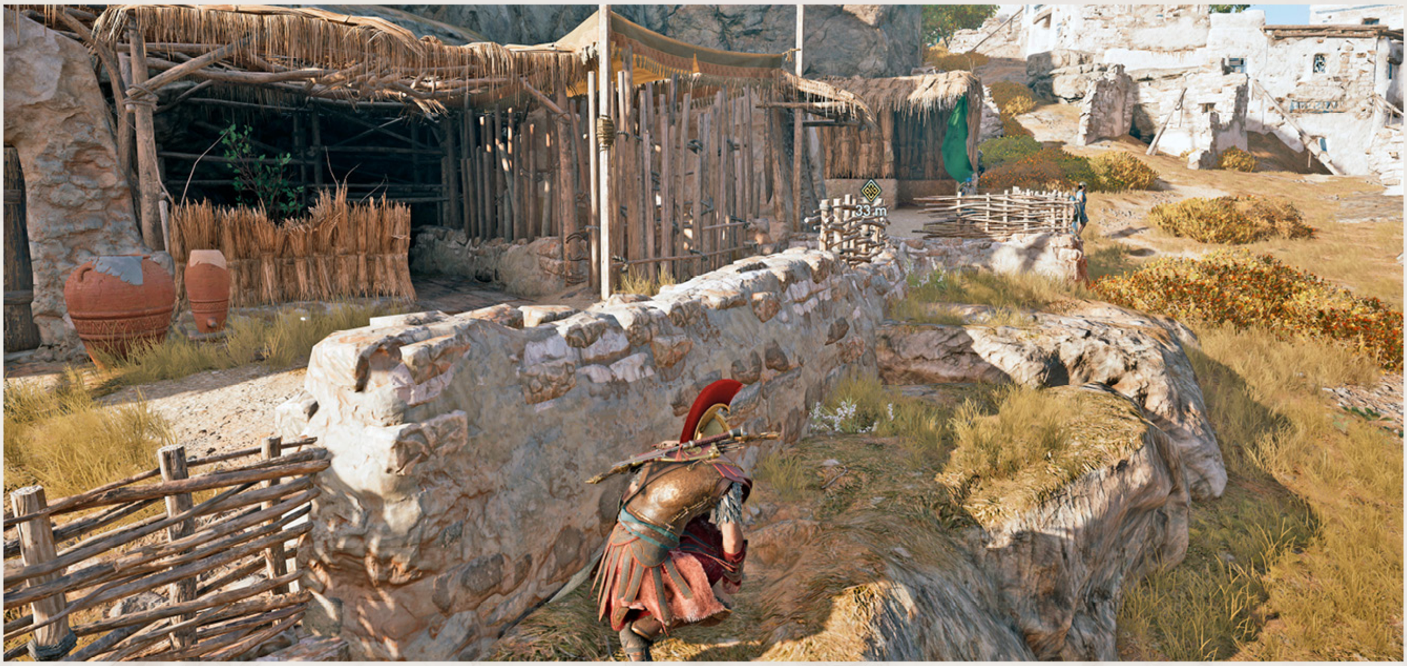
UNLOCKS: N/A

LOCATION: Near summit of Mount Ida in Zeus's Playground, Messara

REWARD: Low drachmae, rare dagger (Dagger of Messara), bangle trade good, medium XP

STORY: Amongst the ruins of a war-torn Messara, you find yourself helping a man reach out to the one he loves.

Find a letter lying next to a corpse, southwest of the summit of Mount Ida. Watch out for fanatics nearby. The letter leads you to the dead man's contact at the shepherd's hut along the main road to Little Egypt, northwest of Phaistos Village. Three soldiers surround the smuggler. Kill them and talk to the contact. Next travel west to Kydonia in eastern Little Egypt. Look for a house with a green cloth hanging on the door. It sits on the left just after you enter from the east. Three Greek soldiers guard the house, so kill them before entering the home.



Bare It All

RECOMMENDED LEVEL: 28

QUEST GIVER: Pandaros (naked archer)

PREREQUISITE: *Episode 3* and discover Zeus's Playground

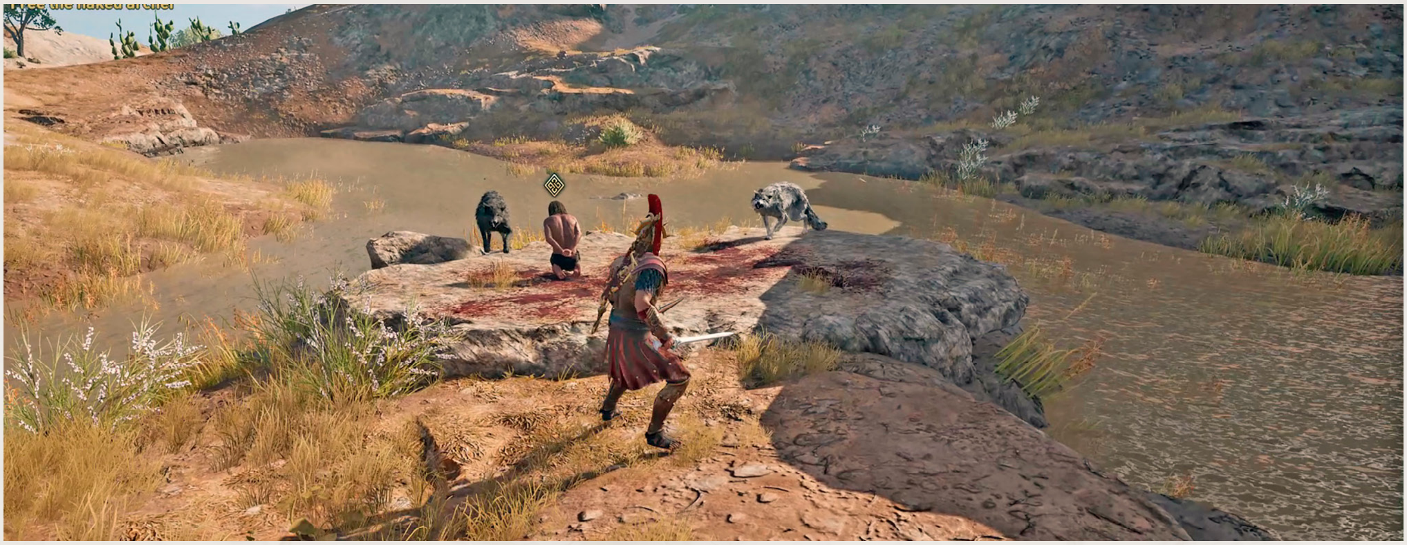
UNLOCKS: N/A

LOCATION: Near summit of Mount Ida in Zeus's Playground, Messara

REWARD: Low drachmae, rare waist armor (Theseus's Belt), medium XP

STORY: After saving a man, you come to learn of an object of great value in the hands of the Followers of Ares. Getting it would reward you handsomely.

Find the naked archer tied up, west of the summit of Mount Ida. Talk to him, kill the wolves that attack, and then free him. Head west to the Cave of Rhea; watch for more wolves. There is an alternative cave entrance on the south side. Before entering, scan the outside of the cave to mark the cultists, two treasure chests, and a captive. Kill the enemies and loot their bodies; one holds the **heirloom amulet** that you are after. The two treasure chests can be collected while you are here. They are just past the cavern that holds the captive. Dive into the water just beyond and loot the chests at the bottom.



CIVIL UNREST

RECOMMENDED LEVEL: 28

QUEST GIVER: Textile Merchant

PREREQUISITE: Episode 3 and discover Little Egypt

UNLOCKS: N/A

LOCATION: Kydonia in Little Egypt, Messara

REWARD: Medium drachmae, rare head armor (Bandit Lord Helmet—loot from captain), medium XP

STORY: In Kydonia, the military and the merchants find themselves constantly at odds. You set out to settle these unruly disputes.

A merchant in Kydonia wants the misthios to deal with three disputes around the city. At each objective marker, you are given the opportunity to use violence or words to end the dispute. Just east of the shop, convince the unruly crowd to talk it out or make them stop with your weapon. Choose words and your bounty is raised. Select violence and you must kill or flee the group of angry, soon-to-be-armed civilians.

Next to the docks, you must respond with **"Your laws are flawed"** or **"Laws must be followed."** Both options result in a fight between the guards and civilians. You must defeat the soldiers to end this dispute.

On the east side of town, soldiers harass a merchant. Tell the soldiers to leave him alone and you are required to kill the guards. Offer to help and the soldier expects you to break the merchant's pots. Do so and talk to the soldier.

Once all three disputes have been resolved, return to the textile merchant. Read the letter next to him and then find Captain Diokles on the southeast side of Kydonia. He is surrounded by four light soldiers and an archer, so be sure you are ready for the fight. Climb the buildings just north of him and stealthily kill the archer first. You can use the rooftops to lose the enemy and then get stealth kills against them. Kill the captain and loot his body for your reward.

SAY THAT AGAIN!

RECOMMENDED LEVEL: 28

QUEST GIVER: Blacksmith

PREREQUISITE: Episode 3 and discover Little Egypt

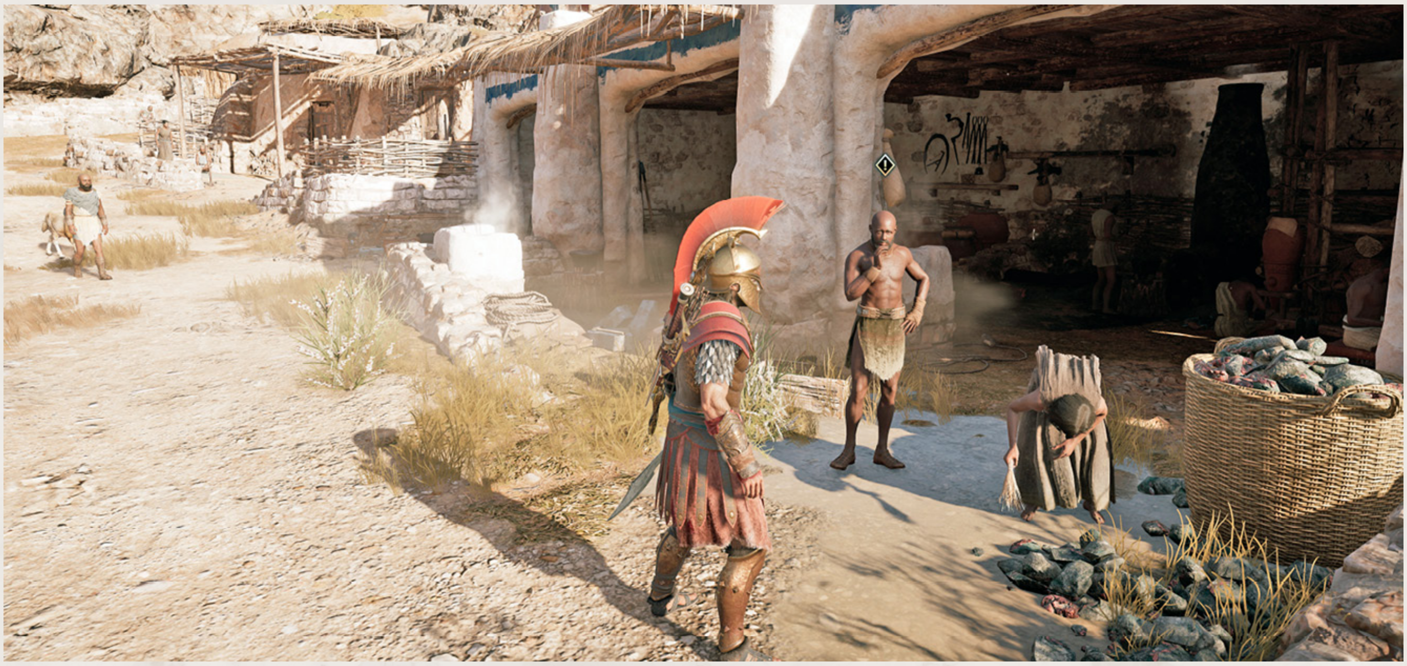
UNLOCKS: N/A

LOCATION: Daktyls Depleted Mine in Little Egypt, Messara

REWARD: Low drachmae, epic sword (Sword of Avaris), medium XP

STORY: Craving peace and quiet, you leave the loud blacksmith and his apprentice in Kydonia to find the obsidian glass he asked for.

At the Daktyls Depleted Mine, a blacksmith wants you to bring him five pieces of obsidian glass. If you already have the resource, the quest can be completed immediately. If not, loot the underwater treasure chest at Sunken Ruins, just off the western coast of Messara, and loot the chest on the upper walkway at the Temple of Britomartis, northwest of Kydonia. The blacksmith rewards you with an epic sword in exchange for the obsidian glass.



Naxos Island

The Writing's on the Wall

THE WRITING'S ON THE WALL

RECOMMENDED LEVEL: 25

QUEST GIVER: Street vendor (Agellos)

PREREQUISITE: Unlocked during *A Mother's Prayers* (main quest)

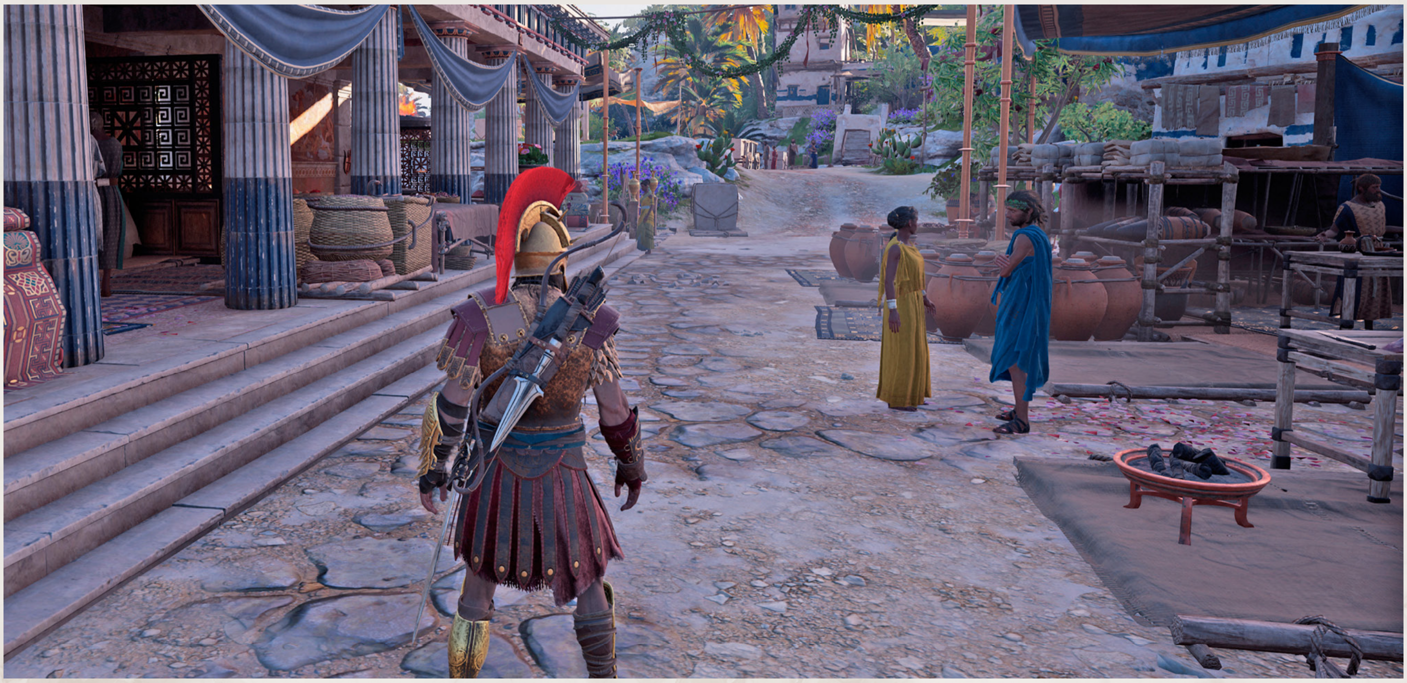
UNLOCKS: N/A

LOCATION: Naxos in Ariadne's Fate, Naxos island

REWARD: Medium drachmae, rare bow (Bow of the Muses), medium XP, artist contract (trade good)

STORY: The political situation between Naxos and Paros is tenuous at best. Some outspoken individuals have taken to creating propaganda art against Myrrine's rule, and she has had enough.

Begin the quest by speaking to the street vendor Agellos. Then investigate the graffiti at three locations in Naxos. The first one is next to the quest giver, while the other two are along the street to the northeast—look for the crowds of civilians. After interacting with all three, return to Agellos. Next, head east to Routsouna Waterfall and enter the cave next to the lake. Watch out for the alpha bear inside. Look for a narrow opening along the left wall before the big cavern and squeeze through. It is obscured a bit by ivy, so it can be tough to spot. Find the artist, Lichas, along the left path and talk to him.



THE GRAND MINOTOUR

RECOMMENDED LEVEL: 26

QUEST GIVER: Arsenios

PREREQUISITE: Complete *Episode 3* and discover Minotaur Hills

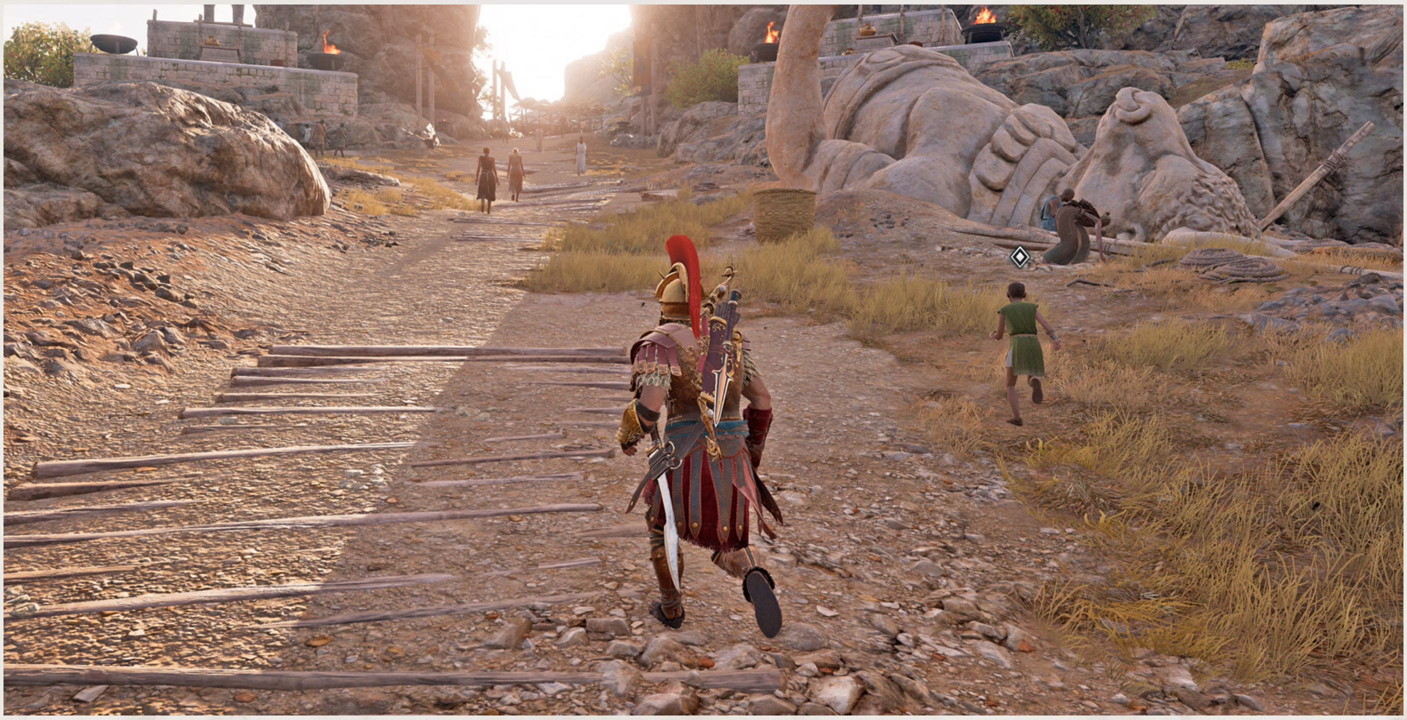
UNLOCKS: N/A

LOCATION: Lato Harbor in Minotaur Hills, Pephka

REWARD: Medium XP, medium drachmae (if bouncers defeated

STORY: You accepted a "Minotaur Tour" from a street-wise boy in Pephka named Arsenios, but you quickly come to wonder if you've made a big mistake.

Accept the tour from Arsenios and then follow the tour guide through Lato, talking to him at each stop. At the end, you must pay 3,000 drachmae for the tour or fight his two bouncers (brutes).



Bravely Ran Away

RECOMMENDED LEVEL: 28

QUEST GIVER: Morys

PREREQUISITE: Complete Episode 3 and discover Minotaur Hills

UNLOCKS: N/A

LOCATION: Lato in Minotaur Hills, Pephka

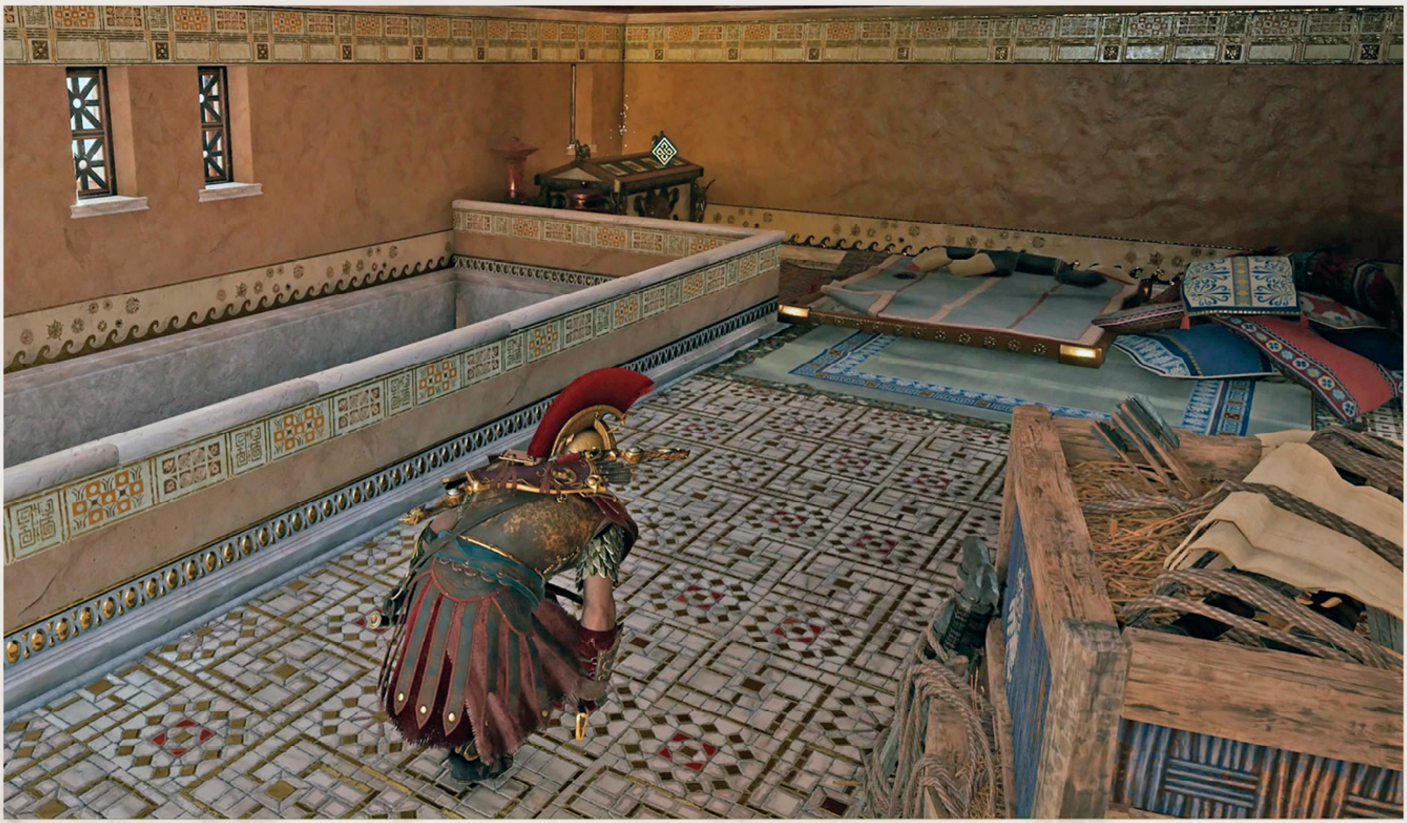
REWARD: Low or medium drachmae, medium XP, rare torso armor (Armor of Eustathios)—if chosen to keep, rare heavy bladed weapon (Minotaur-Slaying Axe)—if chosen to keep

STORY: A cowardly warrior needs to look like a proper Minotaur slayer in order to convince his entire village that he has slain the beast. Even if he hasn't, you decide to help him look the part.

Find Morys at the top of a construction site. He wants you to find and acquire a specific axe and armor. The armor is kept in the Leader House a short distance northeast of the quest giver. The treasure chest is on the second floor of the main house. Sneak past (or kill) the guards and loot **the shiniest armor in all of** Pephka. Fortunately, most guards tend to stick to the ground level.

The **Axe-That-Theseus-Touched-Twice** (quest item) is in Fort Lato near the middle of Minotaur Hills. This fort has two tiers; the treasure chest is in the middle of the upper area. It is possible to climb the outside of the fort, sneak to the chest, and sneak back out. Or, you can eliminate soldiers with stealth kills, resulting in a simpler time grabbing the loot.

Return to Morys with the equipment. You have the choice to hand over the items or keep them for yourself. Keeping the items for yourself also earns you more drachmae.



Petrified Islands

Chip on Your Shoulder

Chip on Your Shoulder

RECOMMENDED LEVEL: 50

QUEST GIVER: Thais

PREREQUISITE: Complete *A Debt to Pay* (main quest)

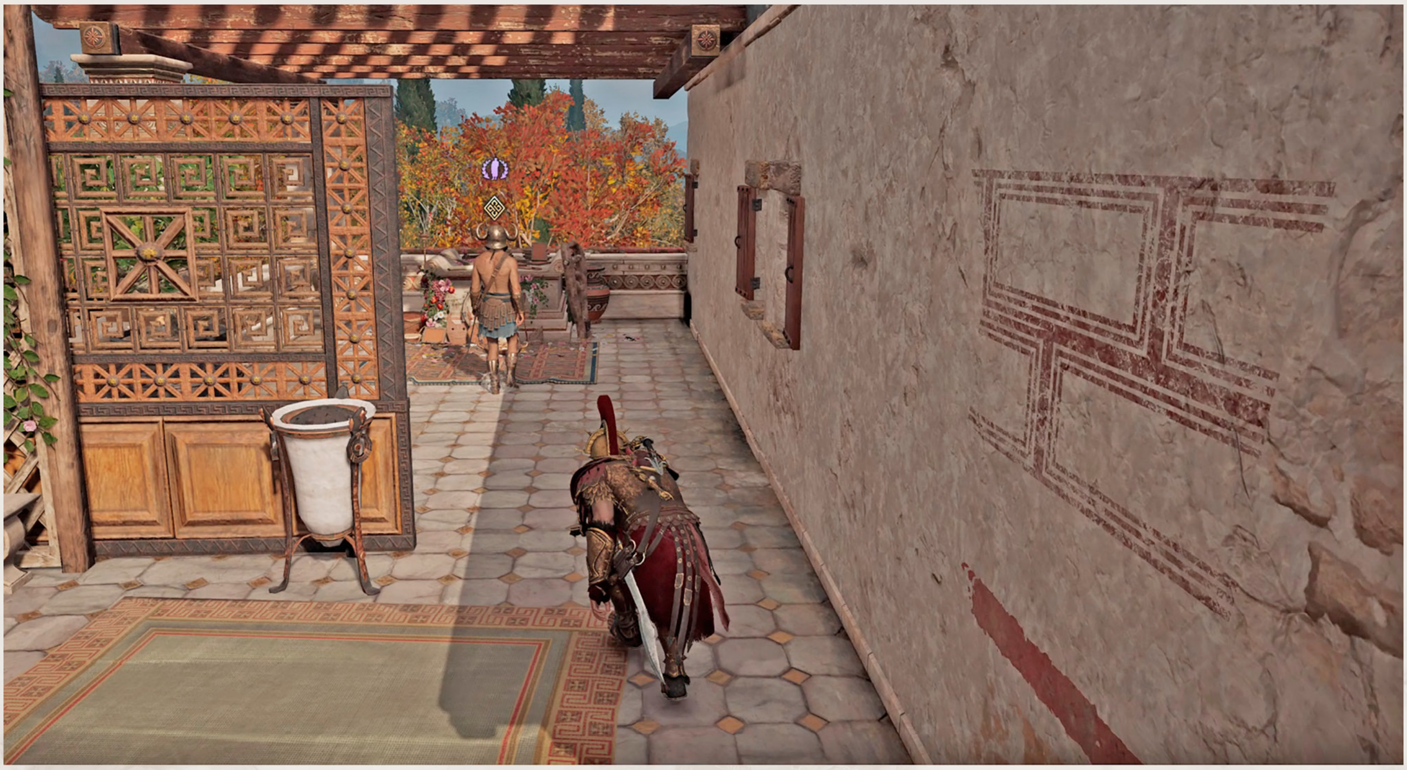
UNLOCKS: N/A

LOCATION: Boupalos Shipyard in Affluence Bay, Chios island

REWARD: Olive wood, medium drachmae, rare torso armor (Lesbos Breastplate), medium XP

STORY: A lumber merchant in Chios city hires you to kill the leader of Lesbos, who some claim has been exploiting the island's resources to line his own pockets.

You are asked to kill the leader of the Petrified Islands. Weaken the nation power by burning supplies, pillaging nation chests, and committing other acts on Chios or Lesbos. Then find and kill the leader at the Leader House on the west side of Mytilene in Lover's Bay, Lesbos.



HOSTAGE SITUATION

RECOMMENDED LEVEL: 50

QUEST GIVER: Farmer

PREREQUISITE: Complete ***A Debt to Pay*** (main quest)

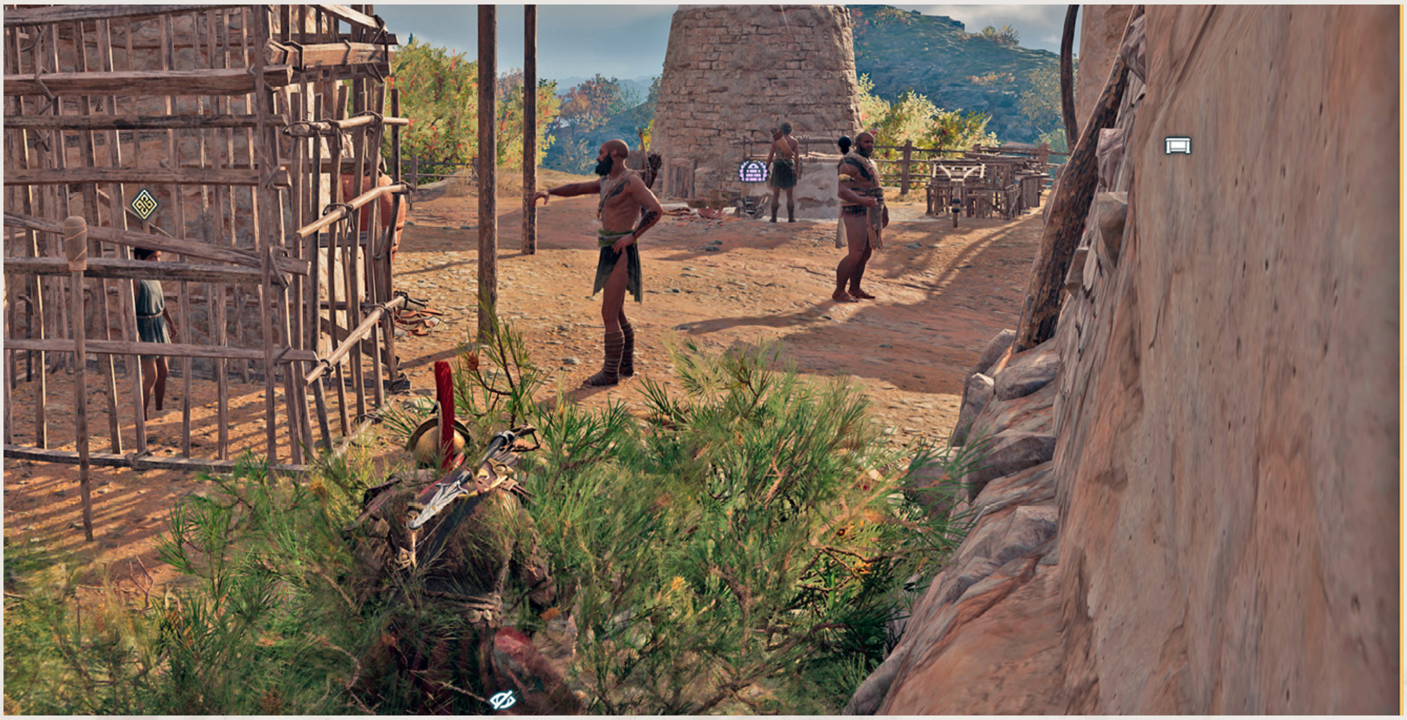
UNLOCKS: N/A

LOCATION: Chios in Affluence Bay, Chios island

REWARD: Medium drachmae, rare waist armor (Bandit Chief Belt), medium XP

STORY: When her farm was captured by bandits, the last thing on the farmer's mind was her lost property. What she held most valuable was also stolen from her: her two sons.

A farmer asks you to find and free her two sons at the Mastic Farm in central Forest of Tears. Send Ikaros up to survey the area. One son is locked up on the east side, while the other is found to the west. These two areas will be well guarded, so take some time to kill the guards first. Release both sons and then return to the farmer.



CAGED AND ENRAGED

RECOMMENDED LEVEL: 50

QUEST GIVER: Zoe

PREREQUISITE: Complete *A Debt to Pay/ (main quest)*

UNLOCKS: N/A

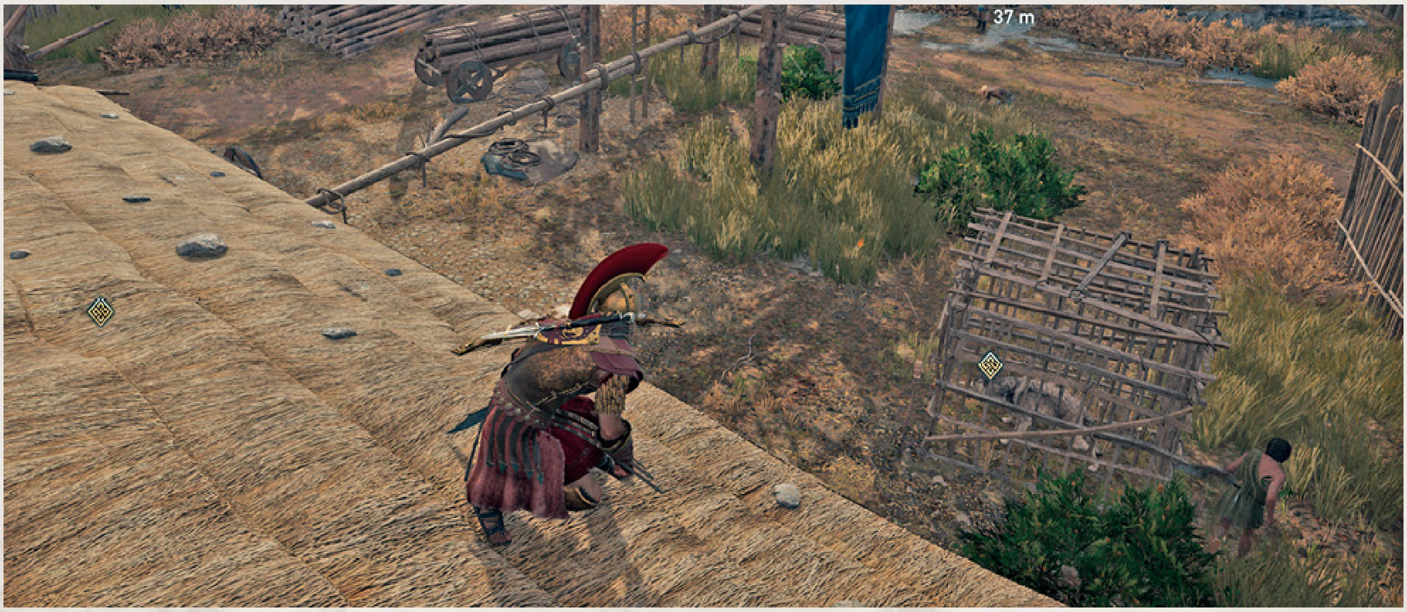
LOCATION: Poseidon Temple in Affluence Bay, Chios island

REWARD: Medium or high drachmae, medium XP, rare bow (Bow of the Stalker)

STORY: You freed a huntress who is more animal than woman. She requests that you do the same for the rest of her family.

Four light soldiers surround Zoe when you first meet her. Your best option is to kill them and then free the huntress, but it is possible to quickly untie her and run. Be ready to hide if the guards' search gets close to your location. Follow Zoe south up the mountain and talk to her when she stops. She asks that you free the three wolves in the logging camp and three more in Antigenes Camp, both within Affluence Bay. Soldiers reside at both camps, so scout each area out. The wolves are held individually in cages. You can sneak through the camps and release them first or kill the soldiers before unlocking their cages. The former option provides three helpers at each camp, but the soldiers are likely to kill some or all of them. No matter which option you choose, be ready to evade the predators' attacks. Climb to safety if necessary.

In order to succeed at the quest, you must release all six wolves and return to Zoe. Of course, if her "family" dies in the process, she may not be too happy about it.



CLOTHES MAKE THE DAUGHTER

RECOMMENDED LEVEL: 50

QUEST GIVER: Woman

PREREQUISITE: Complete ***A Debt to Pay*** (main quest)

UNLOCKS: N/A

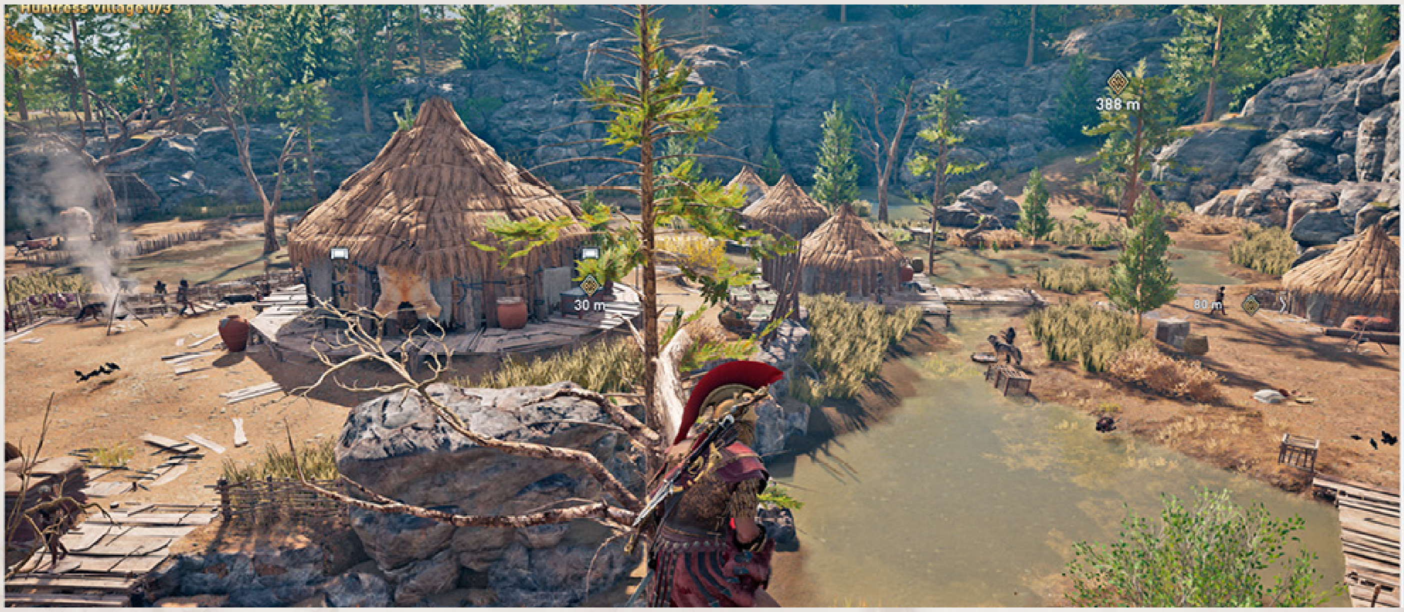
LOCATION: Northeast Hunted Forest of Artemis, Chios island

REWARD: Rare sword (Artemis's Bane), medium drachmae, medium XP

STORY: Rejected by the Daughters of Artemis, a young woman asks you to aid her in disguising herself as one of them.

A woman in far northeastern Hunted Forest of Artemis asks that you find and acquire three pieces of armor from the nearby Huntress Village. It is best to avoid killing the huntresses, but remain alert as you sneak throughout the village. The Daughters of Artemis Boots are found in Artemis Cave on the west side of the village. A lone bear waits inside. Daughters of Artemis Headgear is found next to the central hut, surrounded by huntresses. Use the vegetation to hide your movements. The Daughters of Artemis Chest Piece is found in the Huntress Outpost Camp southwest of the village. Wolves are a threat at the outpost. After collecting the three items, return to the woman to complete the quest.

If you have not completed the Slithery Plea quest, go ahead and collect the Gorgon Disk inside the Cave of Arktoi, located on the south side of the village. Two huntresses may guard the entrance, and two bears are loose inside.



THE ELIXIR

RECOMMENDED LEVEL: 50

QUEST GIVER: Woman

PREREQUISITE: Complete *A Debt to Pay* (main quest)

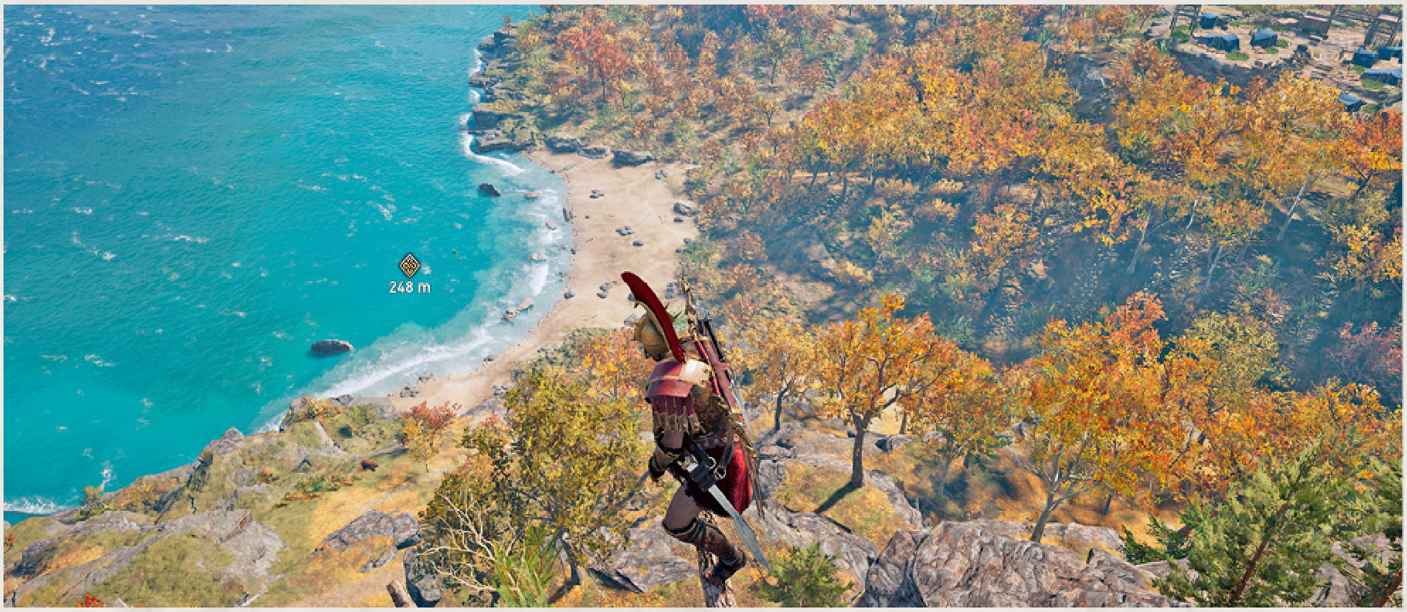
UNLOCKS: N/A

LOCATION: Temple of Kybele, Southwest Vineyard Canyon, Lesbos Island

REWARD: Medium drachmae, medium XP

STORY: Rejected by the Daughters of Artemis, a young woman asks you to aid her in disguising herself as one of them.

At the temple, kill the pack of wolves and then talk to the woman. Gather these three ingredients for the scholar: a **cone snail bile** from Shark Bay on the eastern shore Vineyard Canyon, a **bear dung mushroom** from Mushroom Cave in northern Ancient Pearl, and **hellebore** found atop Mantamados Peak in Vineyard Canyon. Dangers lurk at each location: Sharks obviously swim the waters of the bay, bears inhabit the cave, and more wolves live atop the mountain peak. Return the ingredients to the scholar at the Sappho School in north Mytilene. Kill the crazy scholar. Watch for her poison clouds and her vicious dagger attacks. Loot the Elixir Knife from her body.



REVENGE OF THE WOLF

RECOMMENDED LEVEL: 50

QUEST GIVER: Wife

PREREQUISITE: Complete *A Debt to Pay* (main quest)

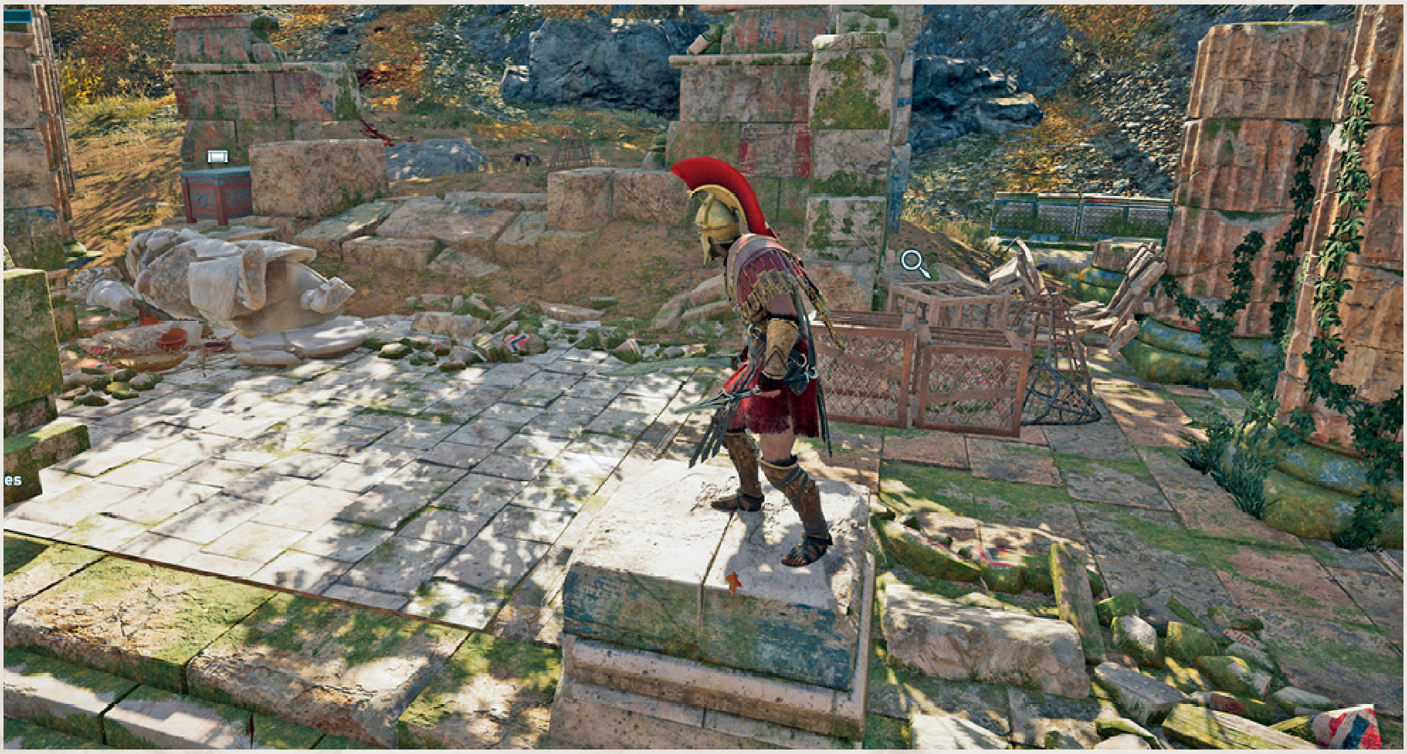
UNLOCKS: N/A

LOCATION: Mytilene, next to Customs Warehouse (Lover's Bay, Lesbos island)

REWARD: Rare head armor (Wolfslayer's Helmet), medium drachmae (if you kill the wolf), medium XP (if you kill the wolf)

STORY: Concerned about her husband's obsession with hunting down a giant wolf, a woman hires you to take care of the beast and find her husband.

After talking to the wife, travel to the Lost Shrine of Poseidon in the hills of Mytilene. You may need to kill the boars before investigating the hunting gear, body, and blood at the shrine. Track the missing hunter south from the ruins, up the hill into White Wolf Cave. Find the hunter inside the cave and talk to him. You have the choice to leave the hunter for the wolf or to kill the elite wolf and loot its pelt. Return to the wife to complete the quest. If you left her husband, you receive only XP. Talk to her again and your bounty is greatly increased. If you killed the wolf, you receive the full reward.



Shroud of the Bear

RECOMMENDED LEVEL: 50

QUEST GIVER: Street vendor

PREREQUISITE: Complete ***A Debt to Pay*** (main quest)

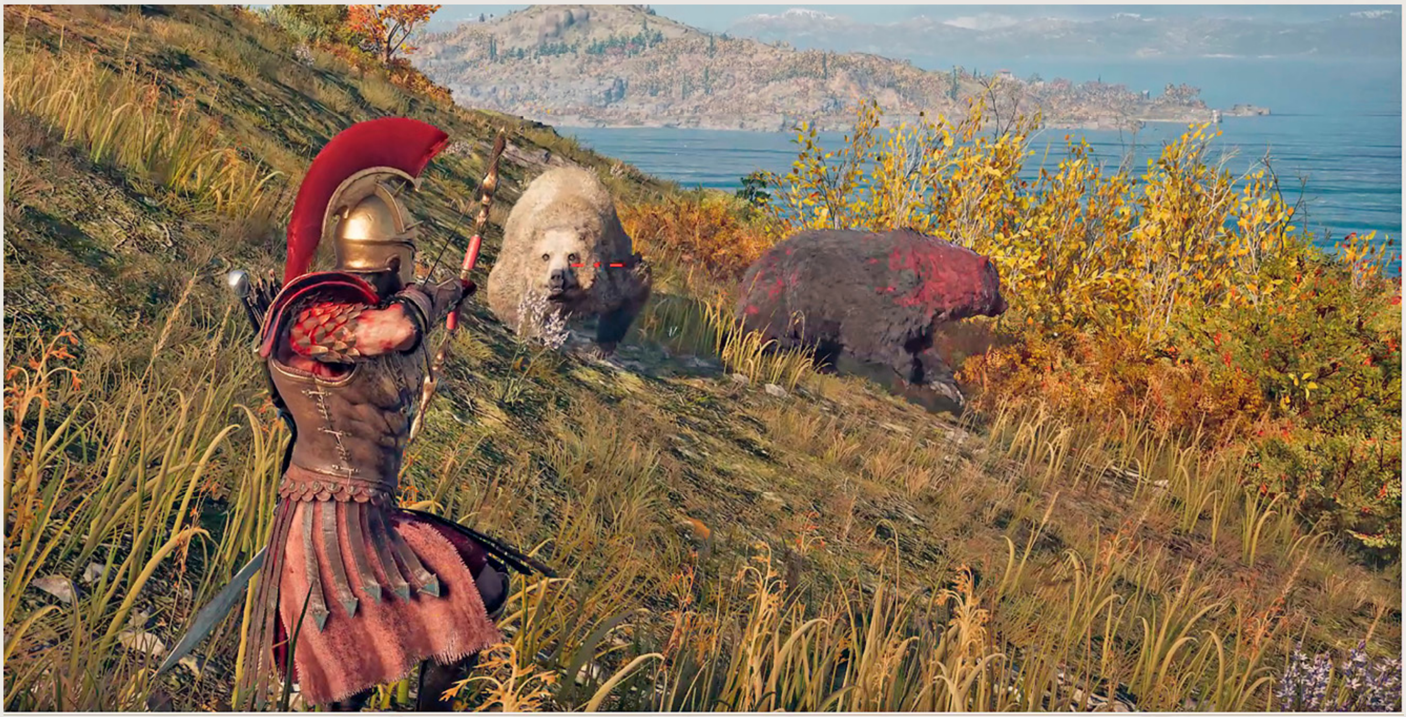
UNLOCKS: N/A

LOCATION: Mytilene (Lover's Bay, Lesbos island)

REWARD: Medium drachmae, epic torso armor (Crafted Bear Fur Armor), medium XP

STORY: A merchant in Mytilene was commissioned to craft a breastplate using bear skins and hires you to gather the skins needed.

A merchant asks you to gather six Chios bear skins. Find bears in the Hunted Forest of Artemis on Chios island. Loot their skins and return to the merchant.



Petrified Islands

Son of a Fisherman

Son of a Fisherman

RECOMMENDED LEVEL: 50

QUEST GIVER: Fisherman

PREREQUISITE: Complete *A Debt to Pay* (main quest)

UNLOCKS: N/A

LOCATION: Eresos in Petrified Valley, Lesbos island

REWARD: No or low drachmae, rare legs armor (Lesbos Sandals)—if you tell fisherman his son lives, medium or high XP

STORY: A fisherman in Eresos asks you for help finding his son, whom he believes has taken his boat to meet a girl.

From the fisherman, travel northeast to Fisherman's Bay (Ancient Pearl) in an attempt to find his son. Allow Ikaros to mark the sharks around the boat of the fisherman's son, including an alpha. Deal with them and then investigate the body below the boat. Return to the fisherman and inform him of his son's fate. You can tell him his son is alive and earn a better reward.

WAITING FOR GALARNOS

RECOMMENDED LEVEL: 50

QUEST GIVER: Man

PREREQUISITE: Complete *A Debt to Pay/ (main quest)*

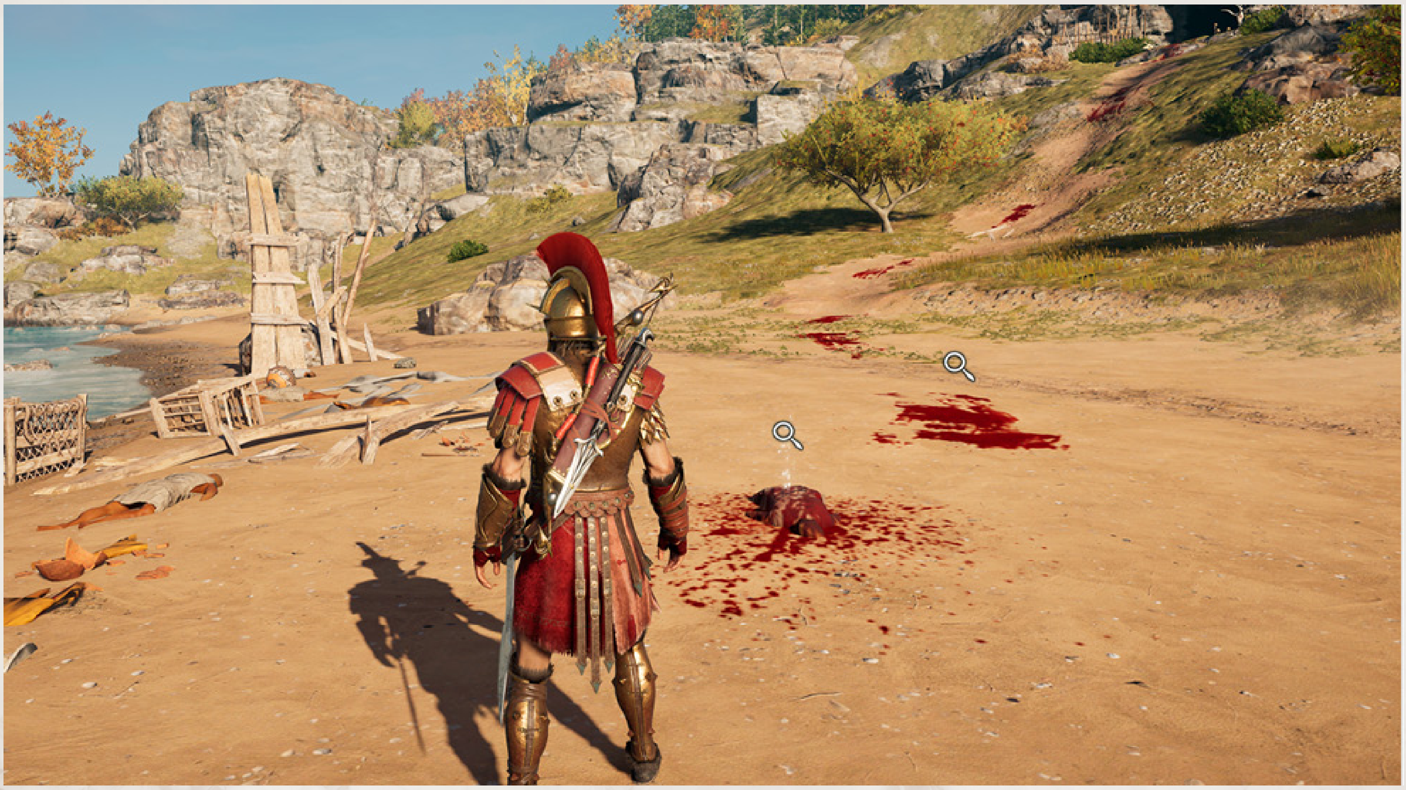
UNLOCKS: N/A

LOCATION: Eresos in Petrified Valley, Lesbos Island

REWARD: Low or medium drachmae, rare heavy blunt weapon (Archer's Mace) – if the quest is failed you can only acquire the common type, low or medium XP

STORY: When Galarnos, an art dealer, does not return from his trip, his friend hires you to track him down.

The man wants you to find and free Galarnos from Stormfall Bay in Petrified Valley. Investigate the blood and body, and loot a letter from the body, at the beach. The blood alone will lead you to the cave. Then, follow the blood trail up to Seaside Cavern. It is not necessary to investigate these clues; just explore the cavern. Sneak through the brush inside the cave, eliminating the cultists along the way. The more you kill, the easier the exit from the cave. Unlock Galarnos's cage and escort him out the other side of the cave. Talk to him outside. If he dies, the quest is failed.



QAMRA, MEDICINE WOMAN

RECOMMENDED LEVEL: 50

QUEST GIVER: Nurse

PREREQUISITE: Complete *A Debt to Pay/ (main quest)*

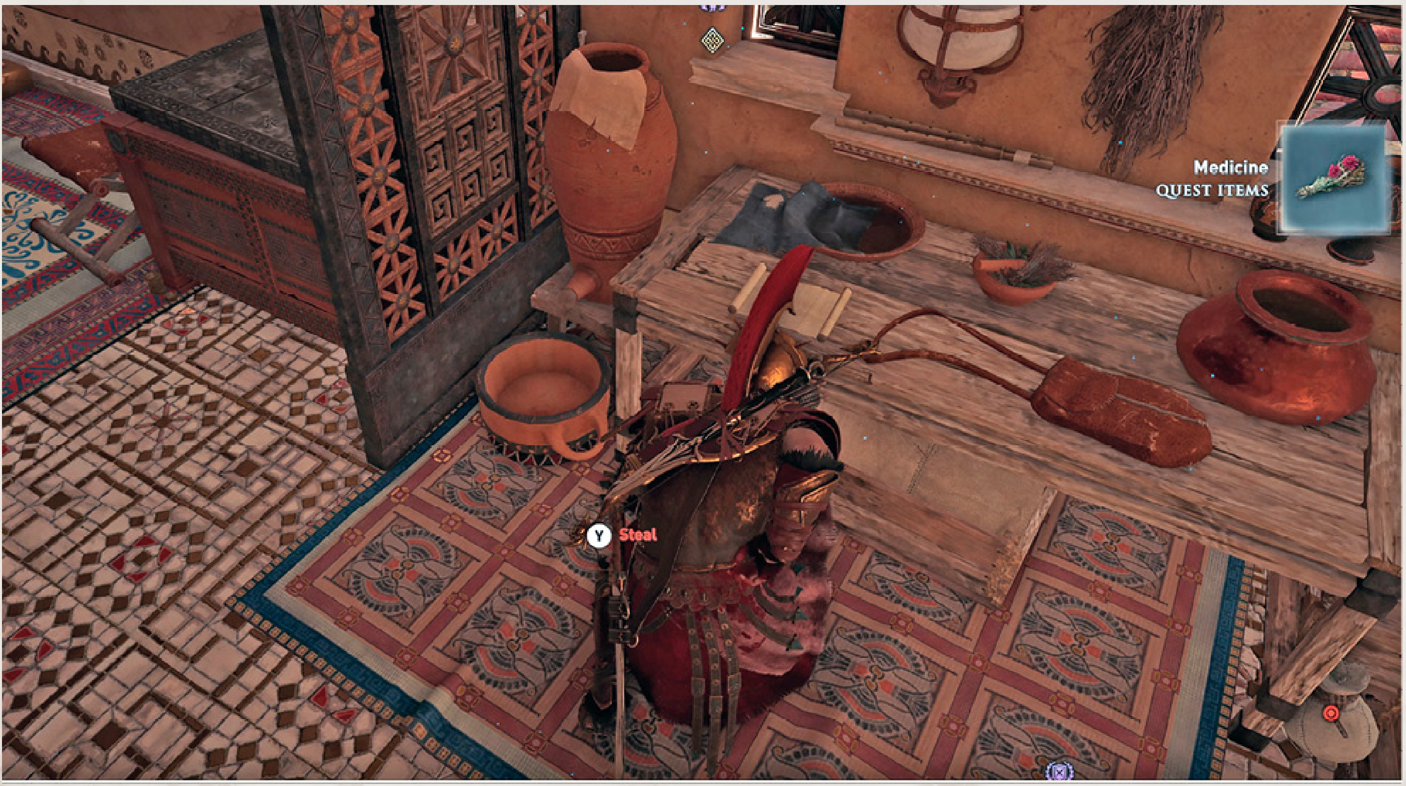
UNLOCKS: N/A

LOCATION: Vineyard Canyon, Lesbos island

REWARD: High drachmae, rare waist armor (Medicinal Sash), high XP

STORY: After workers in a vineyard on Lesbos fall ill, you are hired to find the local physician's tools and medicine.

A nurse and a farmer in Vineyard Canyon want you to find and acquire tools and medicine. The tools are found under the small tent in the southwest corner of Vrisa Fort in Ancient Pearl. Scout out the installation and either fight your way to the box or sneak through the area. Remember that you can do a lot of damage to the nation power at the fort, which provides an easier path through the Leader House. The medicine is found in Mytilene's Leader House. Search the middle floor of the main house. Loot the pouch that sits on the table. This too can be obtained by clearing out the area or sneaking in and out of the house. Visiting these two locations at night greatly reduces the activity. Note that these items can be found before getting the quest, but they will not appear as quest items when scanning these locations. Return to the nurse to complete the quest and receive your reward.



AUXESIA

CREWLESS

RECOMMENDED LEVEL: 11

QUEST GIVER: Gelon

PREREQUISITE: Complete ***The Wolf Hunt***

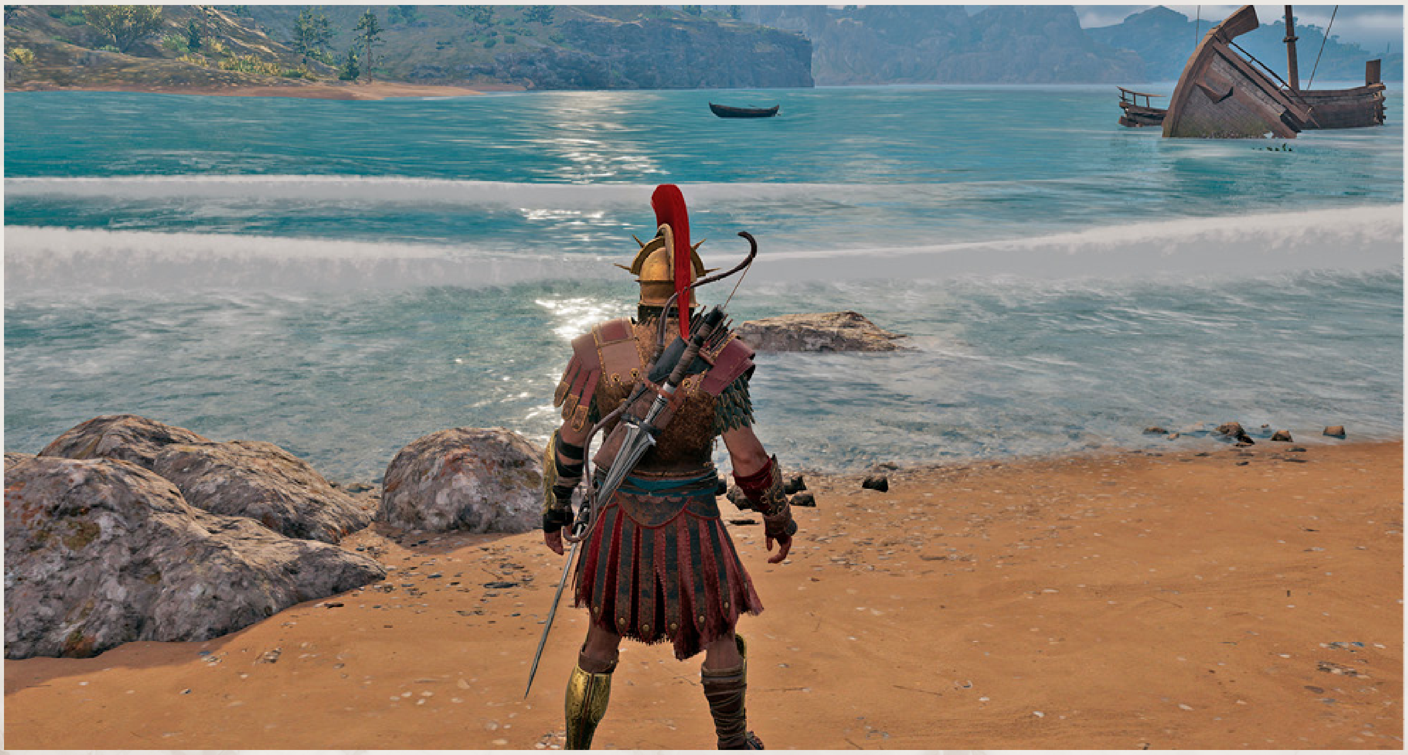
UNLOCKS: N/A

LOCATION: Kirrha in Pilgrim's Landing, Phokis

REWARD: Medium XP, common waist armor (High Seas Belt)

STORY: Captain Gelon's ship, the Shark's Tooth, has failed to return and meet her. You agree to find out what happened to the ship and its crew.

Talk to Gelon on the south coast of Phokis in Kirrha and she asks you to find her crewmate Gyke and her ship, the Shark's Tooth. Go to the cove east of Bulis Military Camp in Hill of the Sacred War. Swim out to Ketos Shipwreck and kill the sharks. Dive down, find **Gyke's bracelet**, and retrieve the two treasures from the chests. Next, stop by Bulis Military Camp, which is well guarded. Sneak past the soldiers or kill them as you loot two more treasures. Both are located near the middle tent. Return to Gelon and offer her a spot on the Adrestia.



AGE IS JUST A NUMBER

RECOMMENDED LEVEL: 9

QUEST GIVER: Auxesia

PREREQUISITE: Complete *The Wolf Hunt*/

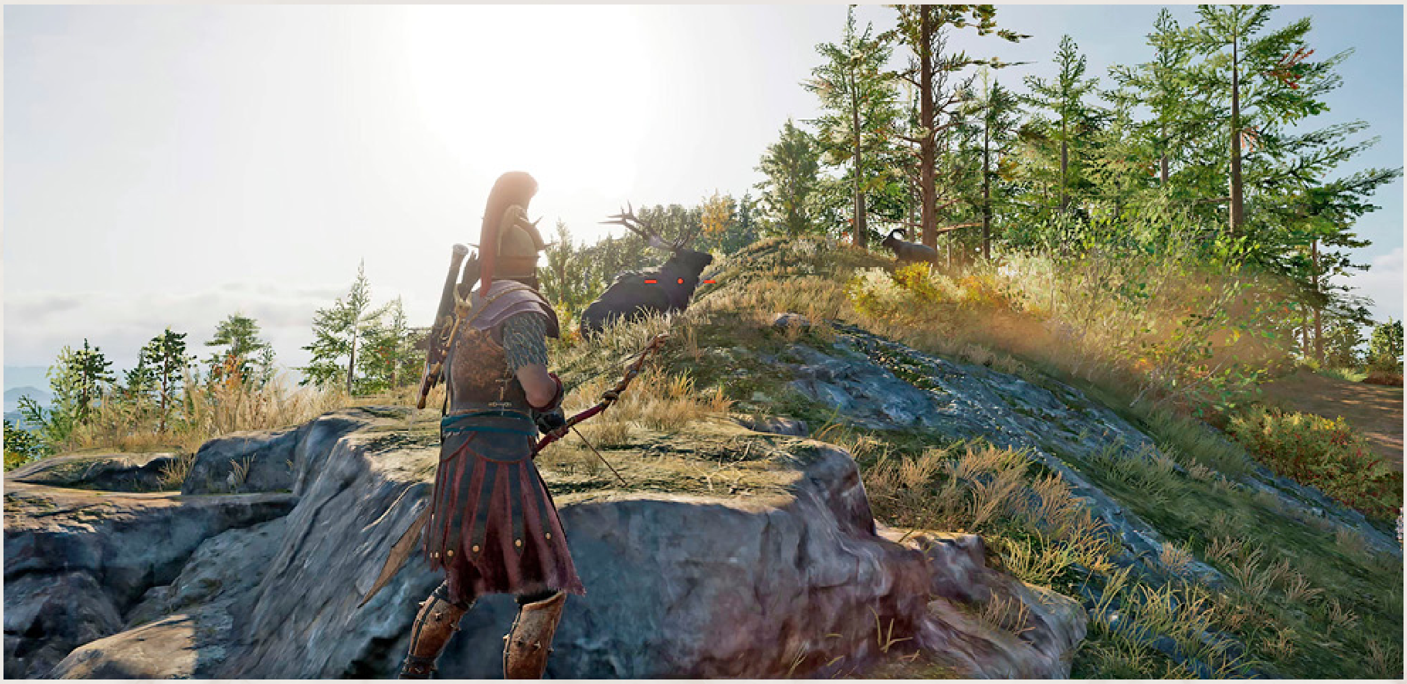
UNLOCKS: N/A

LOCATION: Sanctuary of Delphi in Grand Mount Parnassos, Phokis

REWARD: Low or medium drachmae, low or medium XP, rare dagger (Nymph's Blade)

STORY: An old woman's husband has issues keeping up with her lustful hunger. She needs you to gather ingredients for an elixir that could fix his libido.

Auxesia wants you to collect animal parts from bears and deer, which can both be found in the northern part of Grand Mount Parnassos. Kill one of each and loot a **bear scrotum** and **deer tongue**. Return them to Auxesia. She becomes a love interest if you choose to satisfy her.



RECRUITMENT DRIVE

RECOMMENDED LEVEL: 17

QUEST GIVER: Steward

PREREQUISITE: Help Perikles

UNLOCKS: N/A

LOCATION: Koressia in Pirate's Revenge, Keos Island

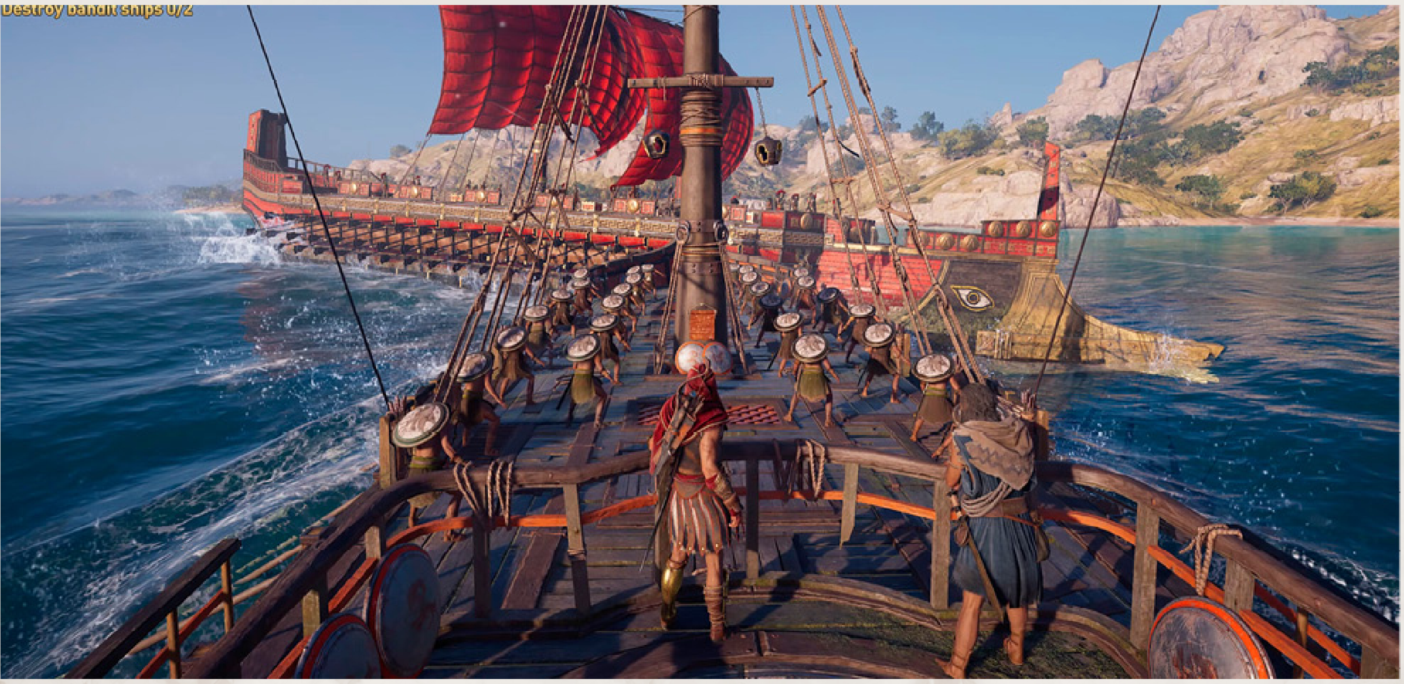
REWARD: High drachmae, rare dagger (Pirate's Blade), The Colors of Keos ship cosmetic, medium XP

STORY: You are tasked by Xenia's steward to display her colors and destroy vessels in the waters around Keos to send a warning to any who would oppose the pirate lord.

If you currently have the Pirate Hospitality chapter in your Quests log, speaking to the steward adds this quest as a support quest for Island of Misfortune.

During Island of Misfortune, you can avoid paying Xenia 17,000 drachmae by completing a few quests for her. This is one of those quests.

Xenia wants you to send out a warning to others by destroying two Spartan ships (red banners), two Athenian ships (blue banners), and two bandit ships. First you must equip the ship with Xenia's war colors (The Colors of Keos), which you are given at the start of the quest. Destroy the ships to complete the quest.



LOST AND FOUND

RECOMMENDED LEVEL: 17

QUEST GIVER: Gotarzes

PREREQUISITE: Help Perikles

UNLOCKS: N/A

LOCATION: Lestris island, south of Keos

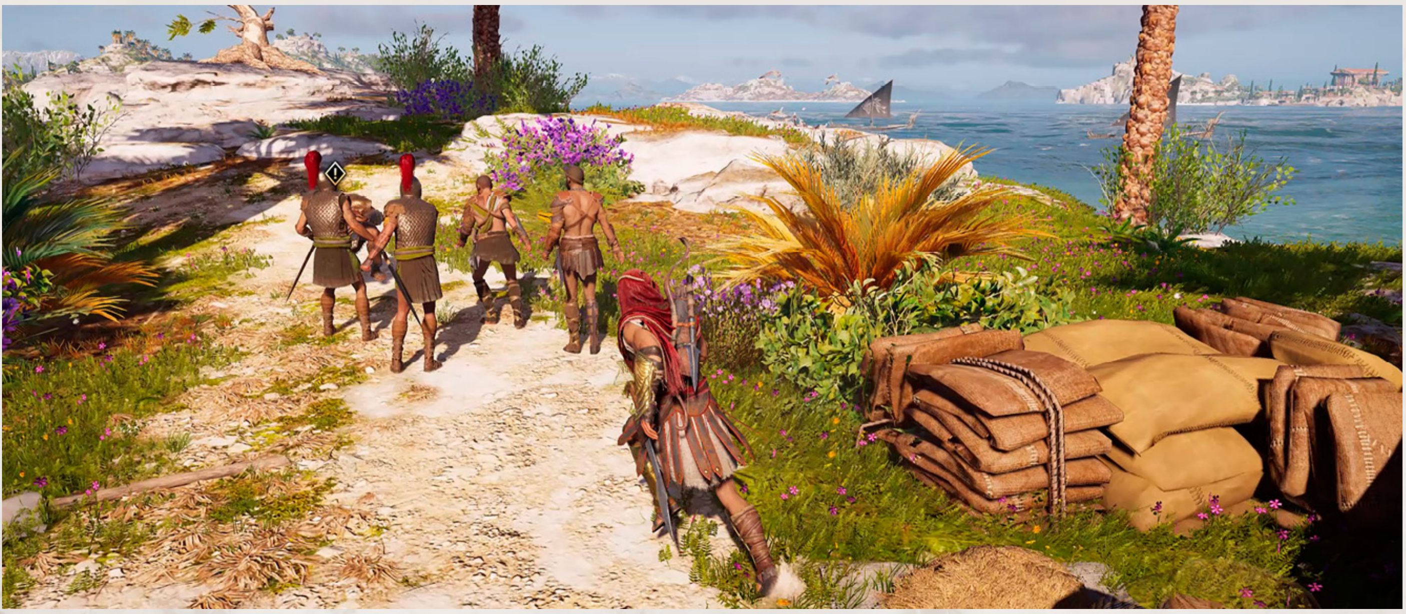
REWARD: High drachmae, epic torso armor (Captain's Chest), medium XP

STORY: Captain Gotarzes marooned himself and his crew on a small island near Keos. He desperately needs to escape the island and his own men. You agree to take him back to Keos.

If you currently have the Pirate Hospitality chapter in your Quests log, speaking to Gotarzes adds this quest as a support quest for Island of Misfortune.

During Island of Misfortune, you can avoid paying Xenia 17,000 drachmae by completing a few quests for her. This is one of those quests.

Find and talk to Captain Gotarzes on the small island of Lestris, south of Keos. Defend the stranded captain from four of his own men (three low-level thugs and an elite). Once they have been taken care of, talk to the captain and then escort him back to Xenia. Sail north to Koressia or fast-travel back to the island. You will need to run down to the dock to complete the quest and get your reward.



Phokis

Photios's Pre-Tirement

PHOTIOS'S PRE-TIREMENT

RECOMMENDED LEVEL: 12

QUEST GIVER: Photios

PREREQUISITE: Complete ***The Wolf Hunt***

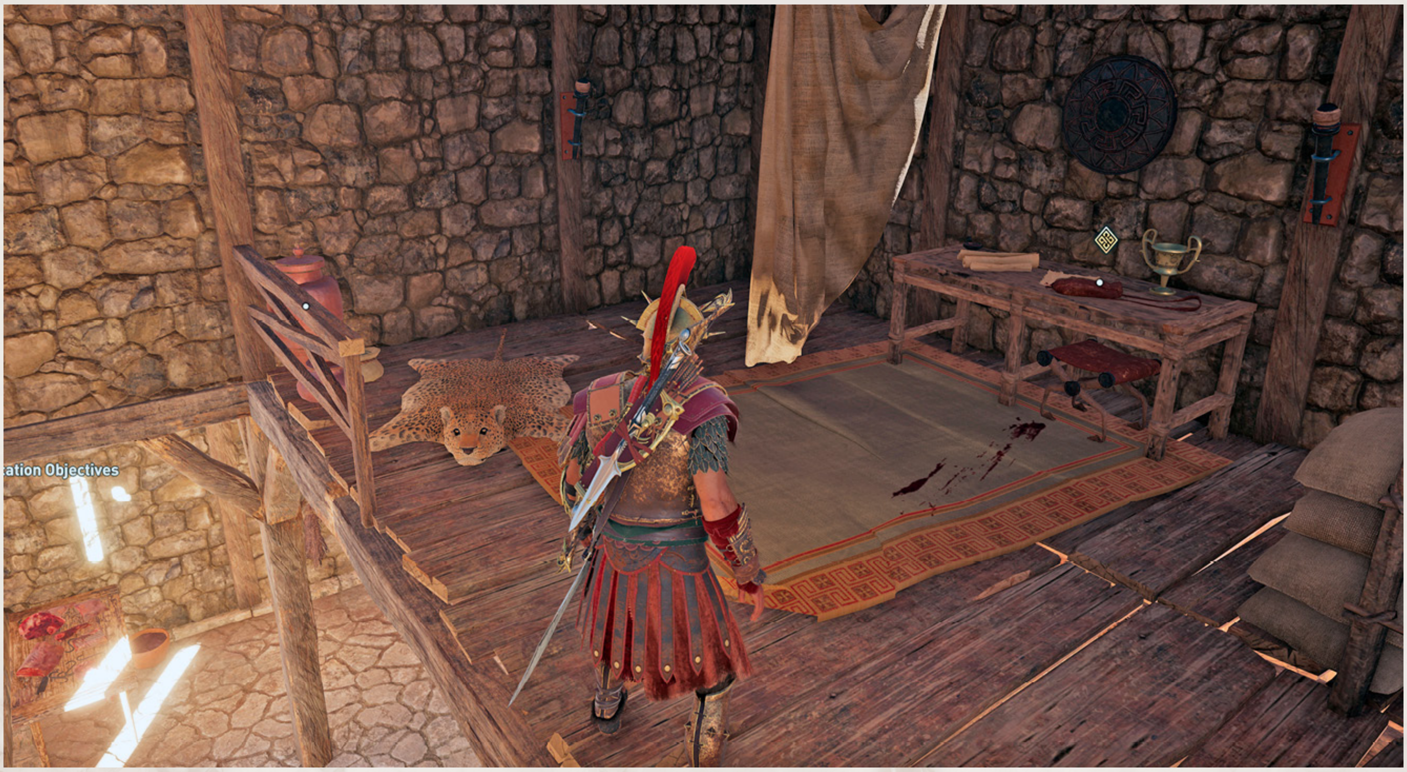
UNLOCKS: N/A

LOCATION: Sanctuary of Delphi in Grand Mount Parnassos, Phokis

REWARD: Asking for a reward will give medium drachmae, medium XP; not asking gives rare torso armor (Sapphire Linothorax)

STORY: Photios, an aging Kephallonian mercenary, is tired. While he was guarding a treasury, priests stole valuable sapphires. Luckily, his old friend found him just in time to lend a hand.

Talk to Photios near the Sanctuary of Delphi message board. He wants you to acquire sapphires from the Korykian Cave just west of the sanctuary. Kill the enemies inside the cave and loot the priest's body. A note leads you to Desphina Fort in western Hill of the Sacred War. Use Ikaros to mark enemies, treasure, and the **bloody sapphires** quest item. The sapphires are located in the tower on the western side of the fort. It is possible to sneak in and out with minimal killing, or you can take some time to complete the location. Return to Photios to complete the quest.



XENIA

Making Friends

RECOMMENDED LEVEL: 16

QUEST GIVER: Khloe

PREREQUISITE: Help Perikles

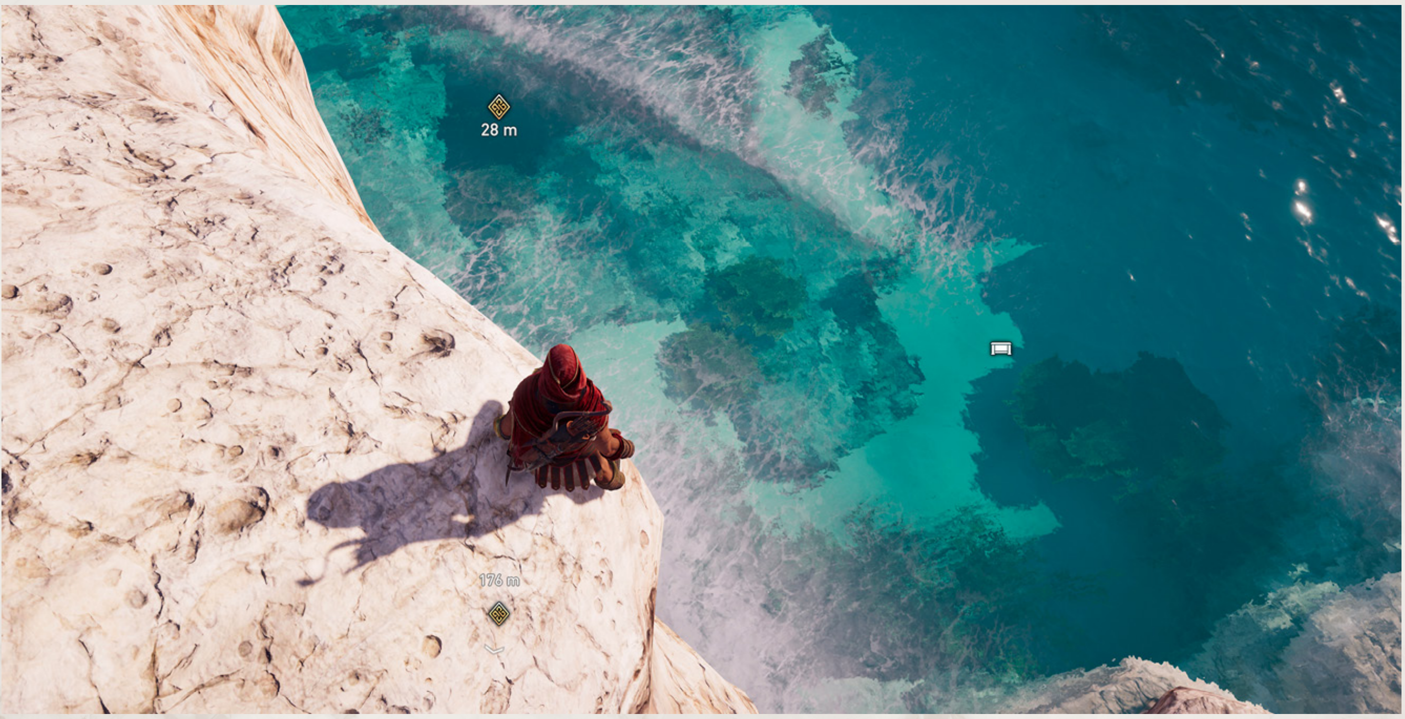
UNLOCKS: N/A

LOCATION: Eastern Chora in Cradle of Myths, Seriphos island

REWARD: Medium XP, "Goo-Werry" trade item

STORY: An odd little girl in the clay pits asks you to help her get materials to make jewelry for her friends. Strangely enough, these friends of hers are nowhere in sight…

Gather the materials for the little girl within the Cradle of Myths in Seriphos. Collect three **pearls** from the bottom of the Polydektes Lagoon on the island's northeast side. Scan the water and pick off the shark with your bow. Dive down and explore the underwater cave to find the pearls. Collect three **shiny stones** in the abandoned mine, west of the Temple of Athena. Watch for snakes in the mine. Return the materials to the little girl at the forest hut to acquire a "Goo-Werry" trade item. Being negative with the girl gets you XP only. Positive responses earn XP and the trade item.



HEART OF STONE

RECOMMENDED LEVEL: 16

QUEST GIVER: Kallikleia

PREREQUISITE: Help Perikles

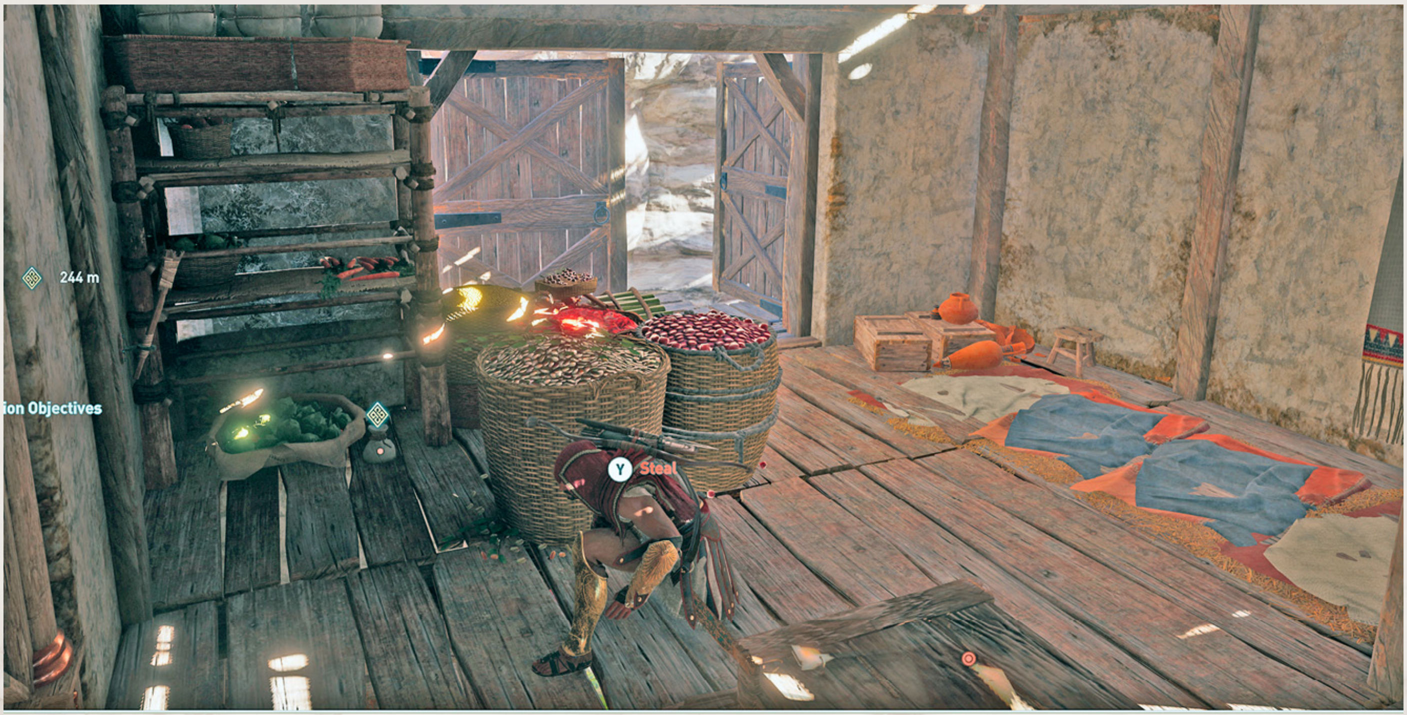
UNLOCKS: N/A

LOCATION: Psaros Pyrgos in Cradle of Myths, Seriphos island

REWARD: Low, medium, or high drachmae; rare staff (Witch's Staff); medium or high XP

STORY: In a beauty pageant where the prize is marriage to Aetios, the scion of the most influential family in Keos, you are asked to help a lovelorn girl stand out with the help of a witch.

Your main objective is to acquire two love potion ingredients: a **cask of fine wine** from Pirate Bay on the western coast of Seriphos and **special mushrooms** from Customs Warehouse in southern Chora. Bandits occupy Pirate Bay, and soldiers guard the Customs Warehouse. Find the mushrooms inside the main warehouse. Return to the witch at the Temple of Athena with the ingredients. Wait for the ceremony, which can be sped up by meditating until the next night. Meet and talk to the lovelorn woman at Aetios's house. Now you must side with the witch or the other woman. If you choose to kill the witch, you can do it yourself or call the guards to do it. Either way, you can fight. Less drachmae and XP are earned if you side with the witch.



RED IN THE WRECKAGE

RECOMMENDED LEVEL: 17

QUEST GIVER: Pirates

PREREQUISITE: Help Perikles

UNLOCKS: N/A

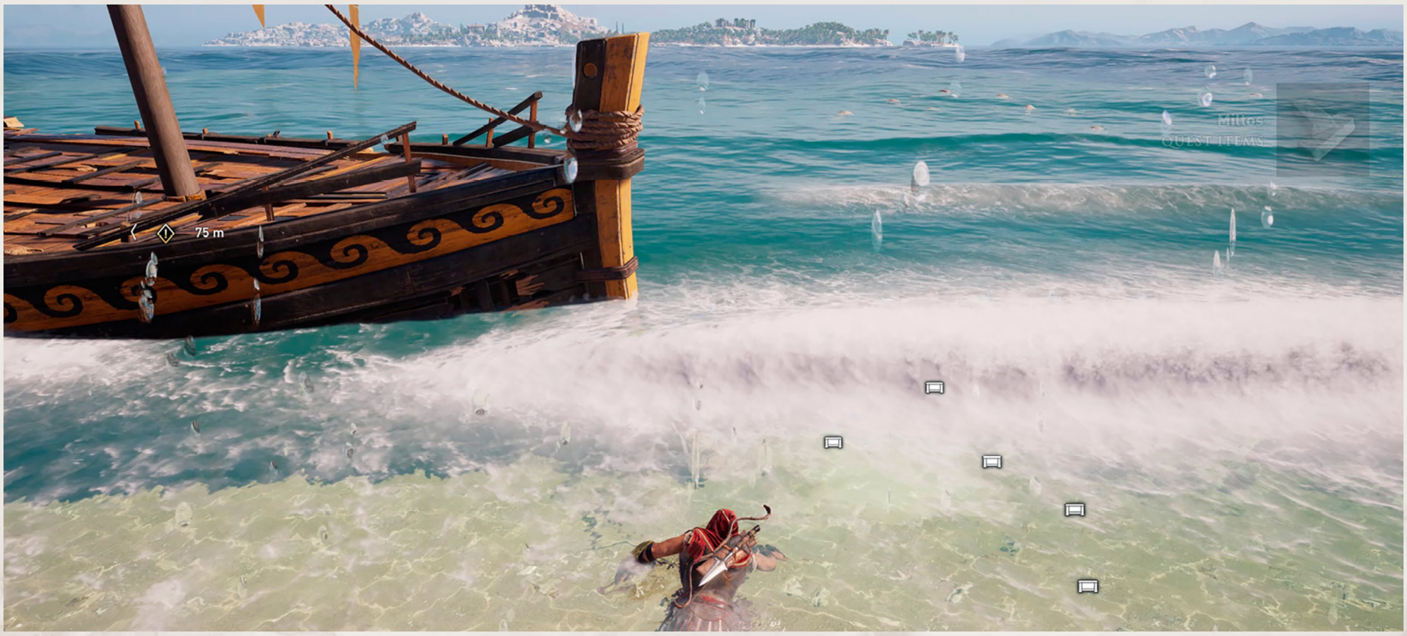
LOCATION: Koressia in Pirate's Revenge, Keos Island

REWARD: High drachmae, miltos x6 (rare trade goods), rare legs armor (Pirate Boots), medium XP

STORY: You learn that a shipment of miltos, a substance more precious than gold, has gone missing. You decide it would be best if you found it before anyone else.

If you currently have the *Pirate Hospitality* chapter in your Quests menu, speaking to these pirates adds this quest as a support quest for *Island of Misfortune*.

Pirates in Koressia want your help acquiring a miltos shipment (miltos x6) that went down between Seriphos and Paros islands. Sail south to Lestris island and find Wailing Cavern just off the southeast shore of the island. Watch out for pirate ships along the way and sharks at the site. Have Ikaros mark these predators, as well as the six miltos—one is on the beach. Loot the miltos from the treasure chests to complete the quest.



WE'RE NOT THIEVES

RECOMMENDED LEVEL: 18

QUEST GIVER: Obelia

PREREQUISITE: Help Perikles

UNLOCKS: *We're Treasure Hunters*

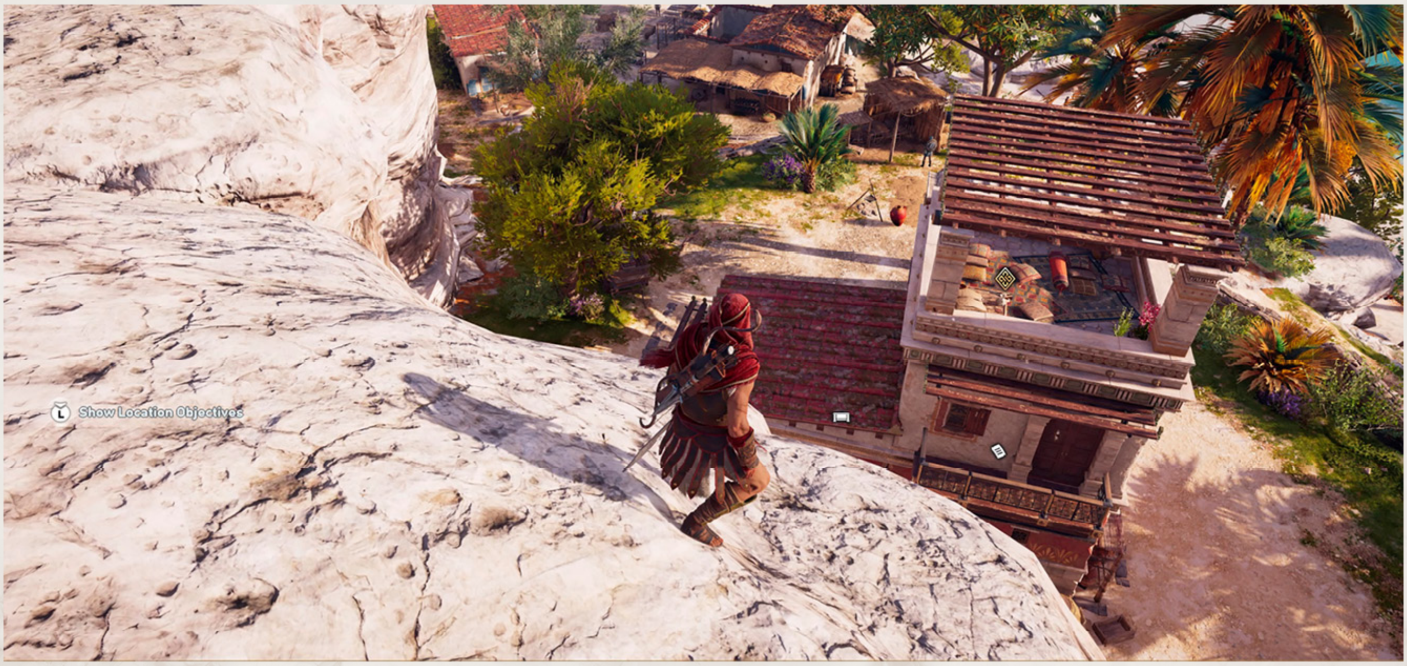
LOCATION: Koressia in Pirate's Revenge, Keos island

REWARD: High drachmae, rare heavy blunt weapon (Plunder Mace), medium XP

STORY: You meet a woman named Obelia who is looking for a map leading to lost Minoan ruins and their treasures. She needs someone to acquire this map in order to find the treasure.

If you currently have the *Pirate Hospitality* chapter in your Quests log, speaking to Obelia adds this quest as a support quest for *Island of Misfortune*.

Obelia asks that you find an ancient map. It is located at the Leader House in Poiessa Village on the east coast of Keos island. The map is on the roof terrace of the main house. You are able to leap from the nearby cliff to the roof, grab the map, and climb out. Watch out for lionesses in the area. After acquiring the **ancient Minoan map**, return to Obelia's associate, who is nearby on the beach in Poiessa Village.



We’re Treasure Hunters

RECOMMENDED LEVEL: 18

QUEST GIVER: Obelia

PREREQUISITE: Complete *We’re Not Thieves*

UNLOCKS: N/A

LOCATION: Poiessa Village on the east coast of Keos island

REWARD: Medium XP, Minoan artifact (legendary trade good)—if you kill Obelia

STORY: After Obelia obtains the treasure map, she is ready to split the profit with someone brave and strong enough to dive to the bottom of the sea and bring back the lost artifact.

If you currently have the *Pirate Hospitality* chapter in your Quests log, this quest is asupport quest for *Island of Misfortune*.

With the treasure map and Minoan chest key, you are set to acquire the sunken artifact from Submerged Minoan Palace, just south of Keos island. Have Ikaros mark sharks in the area and the two treasure chests. Kill the sharks and then loot the chests to find the Minoan artifact. You will need to navigate the palace ruins to reach the chest at the bottom of the structure. Obelia pulls up nearby in a pirate bireme. Board her ship, where you are given three options: hand over the artifact, say you didn’t find anything, or immediately attack. The first choice gives up the artifact, while the other two end up in a fight with Obelia and her crew. If your plan is to attack Obelia, take your ship over and soften up the opposing crew first. If you kill Obelia, you keep the valuable Minoan artifact.

A CHEST FULL OF DRACHMAE

RECOMMENDED LEVEL: 19

QUEST GIVER: Xenia

PREREQUISITE: Help Perikles

UNLOCKS: N/A

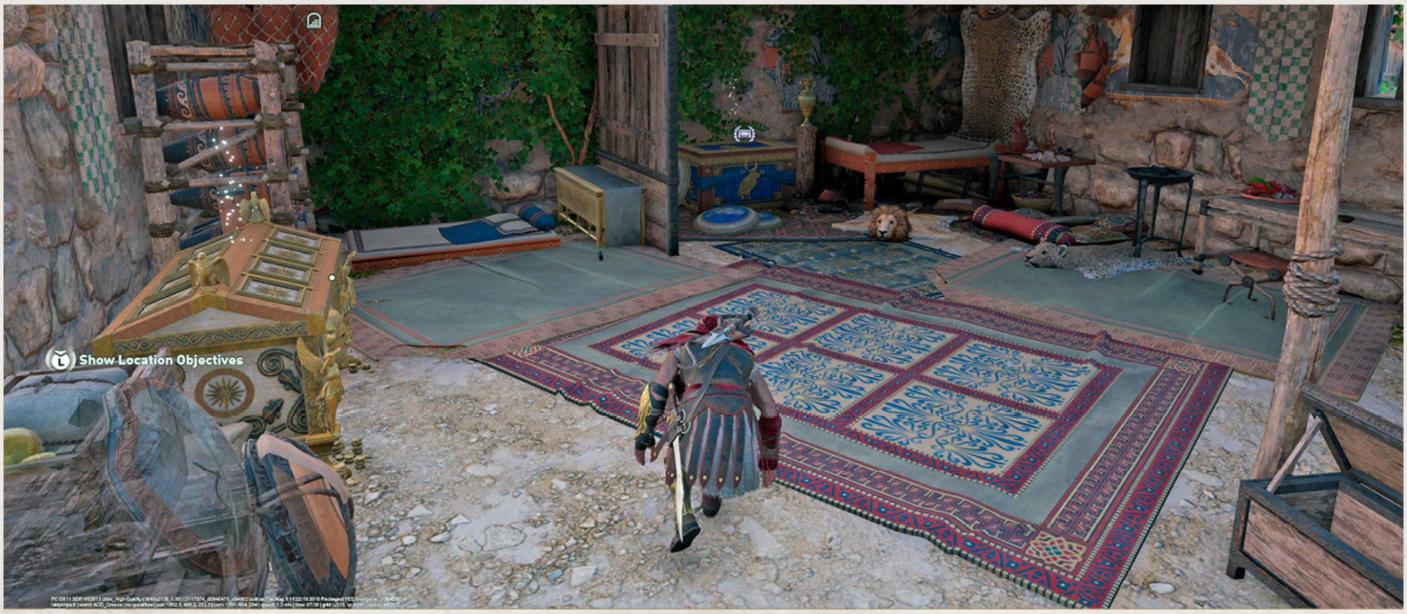
LOCATION: Koressia in Pirate's Revenge, Keos Island

REWARD: High drachmae, epic heavy blade (Black Axe), medium XP

STORY: Koressia Fort contains a large stockpile of drachmae that Xenia needs stolen. The loss of the coffers would weaken the leader of Keos significantly.

If you are currently on the *Island of Misfortune* quest (*Pirate Hospitality* chapter) and tell Xenia you cannot afford the drachmae that she requests, this is added as a support quest for that quest.

After you meet Xenia during the *Island of Misfortune* quest, she wants you to pillage the nation chest at Koressia Fort, located in northwest Ancient Ruins of Kunastros. The fort is well guarded, and the chest is located in a structure near the southern corner, not far from the water. Once the nation chest is looted, the quest is complete.



Silver Islands

Trouble in Paradise

KYRA THALETAS

TROUBLE IN PARADISE

RECOMMENDED LEVEL: 25

QUEST GIVER: Message board

PREREQUISITE: Help Perikles

UNLOCKS: ***Call to Arms***, ***The Thaletas Way***, ***Kyra with a Cause***

LOCATION: Message board

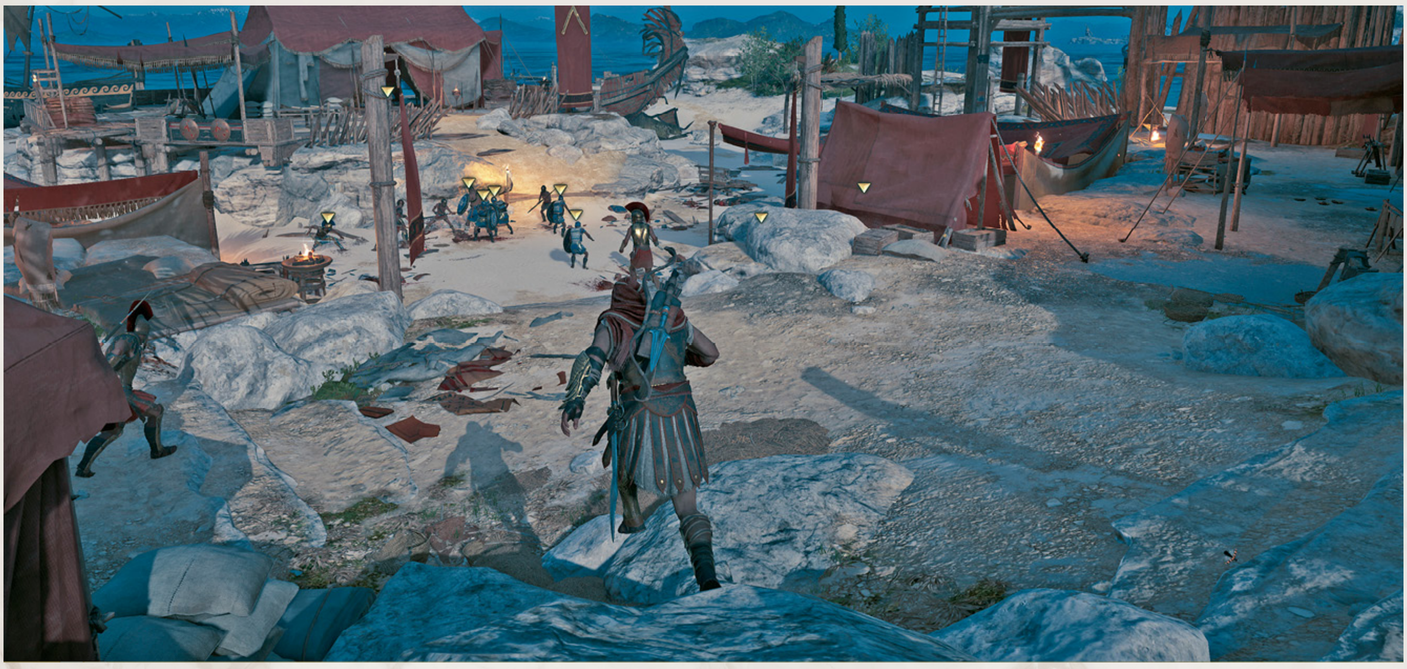
REWARD: High drachmae, medium XP

STORY: You landed on Mykonos in response to a desperate plea from a failing rebellion. But to help the people overthrow their Athenian oppressors, you first have to find the rebel leader named Kyra.

Grab this quest from the *Adrestia* message board. It is a plea for help from rebels on Mykonos island. Once you arrive on the western dock of the island, exit the ship and meet Barnabas to the right. Next, you must seek out two rebel hideouts. One is inside Porphyrion Cave (entrances on the south side of the tavern and east of Mykonos City), and the other is a Spartan camp in northeast Artemis Hills.

If you stop by the cave and talk to Kyra first, follow her east to the Spartan camp. Kill the Athenians that attack the camp before speaking to the Spartan leader, Thaletas. If you skip the cave and go straight to the camp, you must fight the Athenians without Kyra before speaking to Thaletas.

Ultimately, you must choose between the two leaders: **"Kyra is right. We should be strategic"** or **"Thaletas is right. We should attack."** Depending on which one you choose, a new quest is unlocked: *Kyra with a Cause* or *The Thaletas Way*. That doesn't mean you miss out on the other person's quests, as they will unlock later on.



CALL TO ARMS

RECOMMENDED LEVEL: 25

QUEST GIVER: Herodianos (Spartan polemarch)

PREREQUISITE: Complete ***Trouble in Paradise*** and lower the nation resources to "low"

UNLOCKS: ***Night to Remember*** (only if ***"M" for murder and Hades, Meet Pordarkes*** are also completed)

LOCATION: Spartan camp on north beach of Artemis Hills, Mykonos

REWARD: High drachmae, medium XP

STORY: To watch you cripple the Athenians was a thing to behold. As Spartan reinforcements flood the beaches, Herodianos invites you to fight in one of the bloodiest battles Mykonos has ever seen.

Herodianos wants you to lower the nation power of Silver Islands, making it easier to take down the leader. Burn war supplies, pillage nation chests, kill important soldiers, and destroy weapon racks on Delos and Mykonos islands. When the nation power reaches one-third, talk to the Spartan polemarch. He now wants you to win the big conquest battle, where you must kill the captain, the polemarch, and Diokles.

Hades, Meet Podarkes

HADES, MEET PODARKES

RECOMMENDED LEVEL: 25

QUEST GIVER: N/A

PREREQUISITE: Complete *Trouble in Paradise*

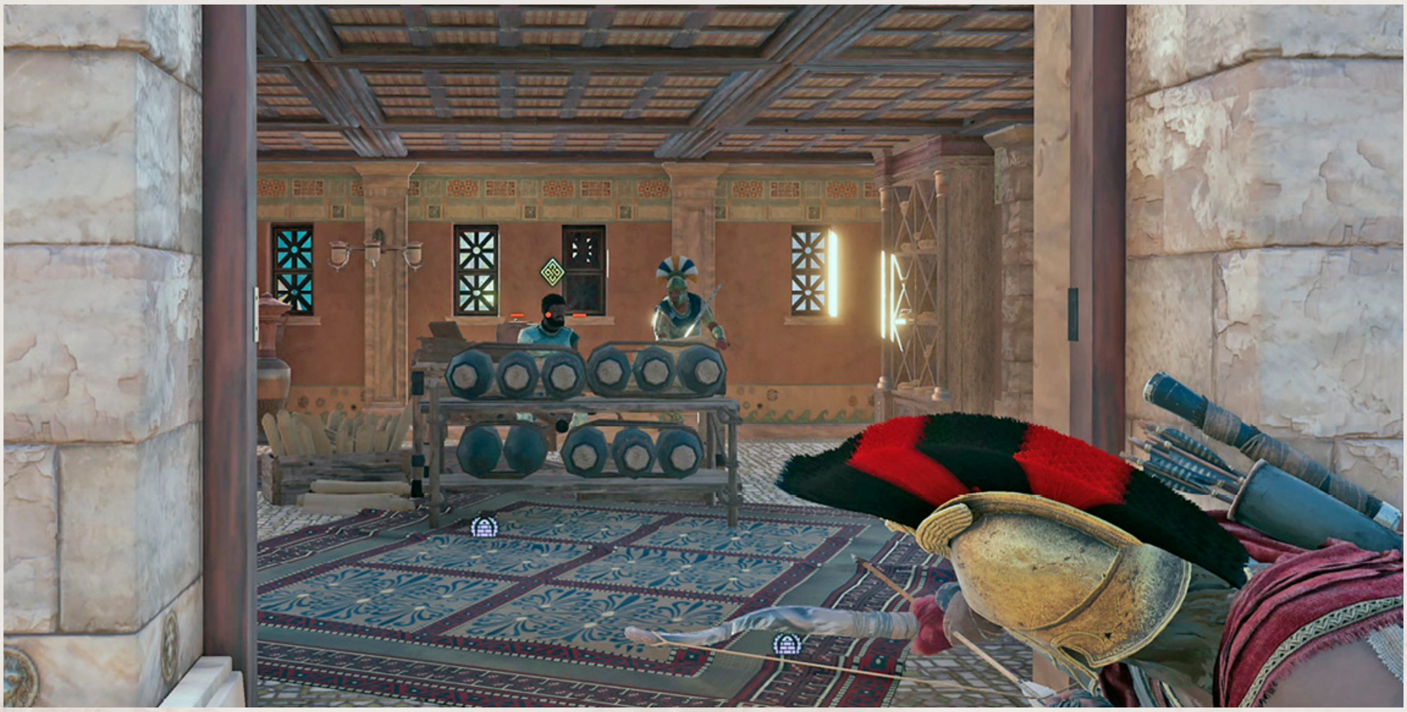
UNLOCKS: *Night to Remember* (only if "M" for murder and *Call to Arms* are also completed)

LOCATION: Mykonos City Leader House on Mykonos island

REWARD: High drachmae, medium XP

STORY: Podarkes's days of cruelty are numbered. The time has come for you to slit his throat. And much like the goddess your ship was named after, there are none who can escape your wrath.

The rebel missions have been building to this moment. Podarkes's men have been weakened; it is time to kill the ruthless cult leader. You can find him at the Leader House. If you were able to successfully topple his nation, he will be at the tavern in Mykonos City . Either way, he will have a few guards around him, so move in cautiously. If the fight gets tough, take it outside and climb if health gets low. Kill Podarkes to complete the quest and eliminate another cultist.



“M” for Murder

RECOMMENDED LEVEL: 25

QUEST GIVER: Beggar

PREREQUISITE: Complete *Trouble in Paradise*

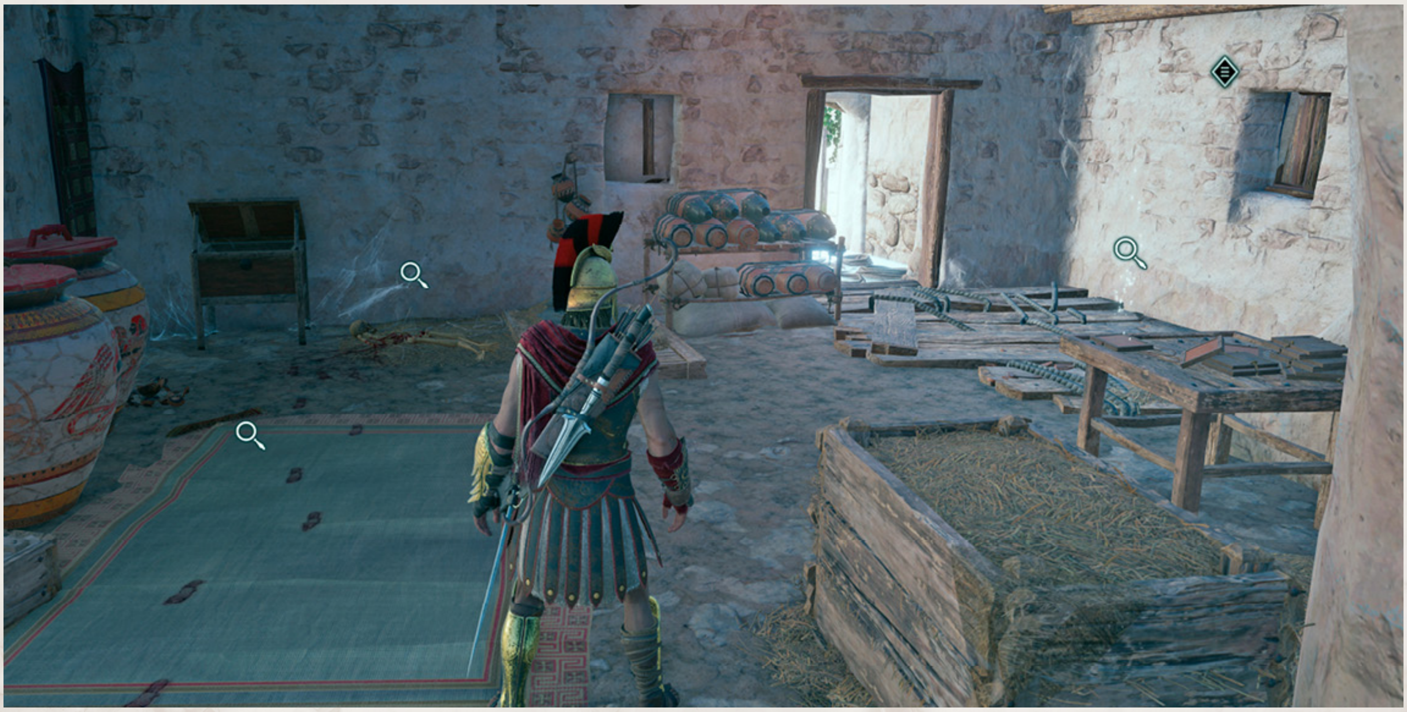
UNLOCKS: *Night to Remember* (only if *Hades, Meet Pordarkes* and *Call to Arms* are also completed)

LOCATION: Mykonos City, Mykonos island

REWARD: Medium XP

STORY: A mysterious beggar sends you to an old abandoned house to uncover the truth about Kyra, the fearless rebel leader everyone thought they knew.

Talk to the beggar in Mykonos City and then investigate the abandoned house just north of the quest giver. Interact with the four clues inside the house. Talk to the beggar again just outside the house. This leads you to the Mykonos Leader House. Use Ikaros to mark guard locations, as well as Podarkes and the **wooden doll**. This doll is in the same room as Podarkes on the northeast side of the house. You can sneak in and grab it now, or this can also be done after Podarkes is dead or moved out. Go to Porphyrion Cave and talk to the rebels about Kyra. You are then given the choice to talk to her alone or with the rebels, but know exposing Kyra’s father to the rebels will make it impossible to finish the date with her.



Grin and Bear It

RECOMMENDED LEVEL: 26

QUEST GIVER: Iola

PREREQUISITE: Complete *Trouble in Paradise*

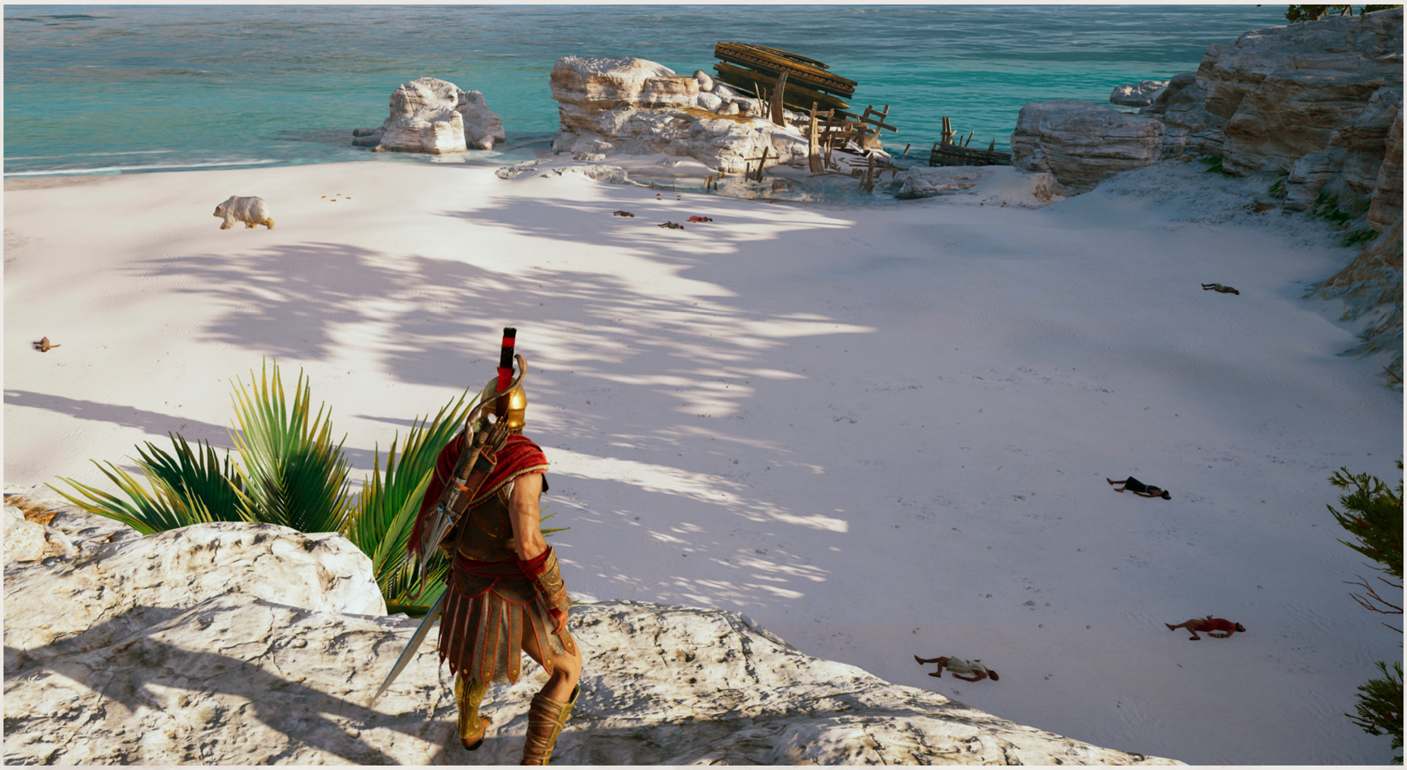
UNLOCKS: N/A

LOCATION: Sanctuary of Apollo in Birthplace of Apollo, Delos Island

REWARD: No, low, or medium drachmae; medium XP

STORY: A wounded traveler wants two things: to get off Delos, and to kill the beast that slaughtered her crew and nearly took her life. She offers you good money to help her with the latter.

Travel to Lost Bear Den in northern Sacred Land of Artemis and kill the bear. Next, investigate the area surrounding the shipwreck. Interact with the bloody handprint just south of the shipwreck and a second clue on the ship. Return to the smuggler.



Silver Islands

A Night to Remember

A NIGHT TO REMEMBER

RECOMMENDED LEVEL: 25

QUEST GIVER: Barnabas

PREREQUISITE: Complete ***Hades, Meet Podarkes*** and ***"M" for Murder***

UNLOCKS: N/A

LOCATION: Mykonos City on Mykonos island

REWARD: High drachmae, medium XP

STORY: Podarkes the Cruel has fallen. The Delians have pried themselves free from the grip of Athens. Thanks to you, the rebellion is all but won. You have much to celebrate and many farewells to give.

This quest is all about saying farewell to the people of Delos. Talk to Barnabas in south Tavern Point to begin. Next you must talk to Kyra or Thaletas, both located in southern Tavern Point. It is possible to begin this quest by going straight to Thaletas or Kyra, but the quest marker points the way to Barnabas in Mykonos City.

Talking to Kyra has two possible conclusions. Tell her to **"Find a new purpose"** and she returns to the celebration. With the other two choices, you are given another decision. This time say **"Forget the gods"** to send her back to the party. Otherwise, she jumps to her death.

Your talk with Thaletas is different depending on who you romanced. If you romanced Thaletas, saying **"Never going to happen"** sends him away. Otherwise, he joins the others at the party. If you became romantic with Kyra, Thaletas attacks. Kill him before returning to the party. You will have a chance to tell the others or lie and say the Spartan just left. If you did not romance Kyra or Thaletas, there is no need to talk to him on the southern beach. He will be around at the party. If Kyra also returns to the party, you can talk to them as a couple.

A Night to Remember
Say farewell to the people of Delos
37 m

After speaking to Barnabas, Thaletas, and Kyra, return to the celebration, where you can talk to the various people that you met on the island. Depending on who made it to the party, you can also speak to Kyra and/or Thaletas. To continue the quest, speak to Barnabas, who gives you three options: give a speech, leave the island, or stay at the party and talk to the people some more. If you give a speech, decide between three messages. You must select to leave to complete the quest.

A BUSINESS OPPORTUNITY

RECOMMENDED LEVEL: 27

QUEST GIVER: Markos

PREREQUISITE: Complete *A Debt to Pay* (main quest)

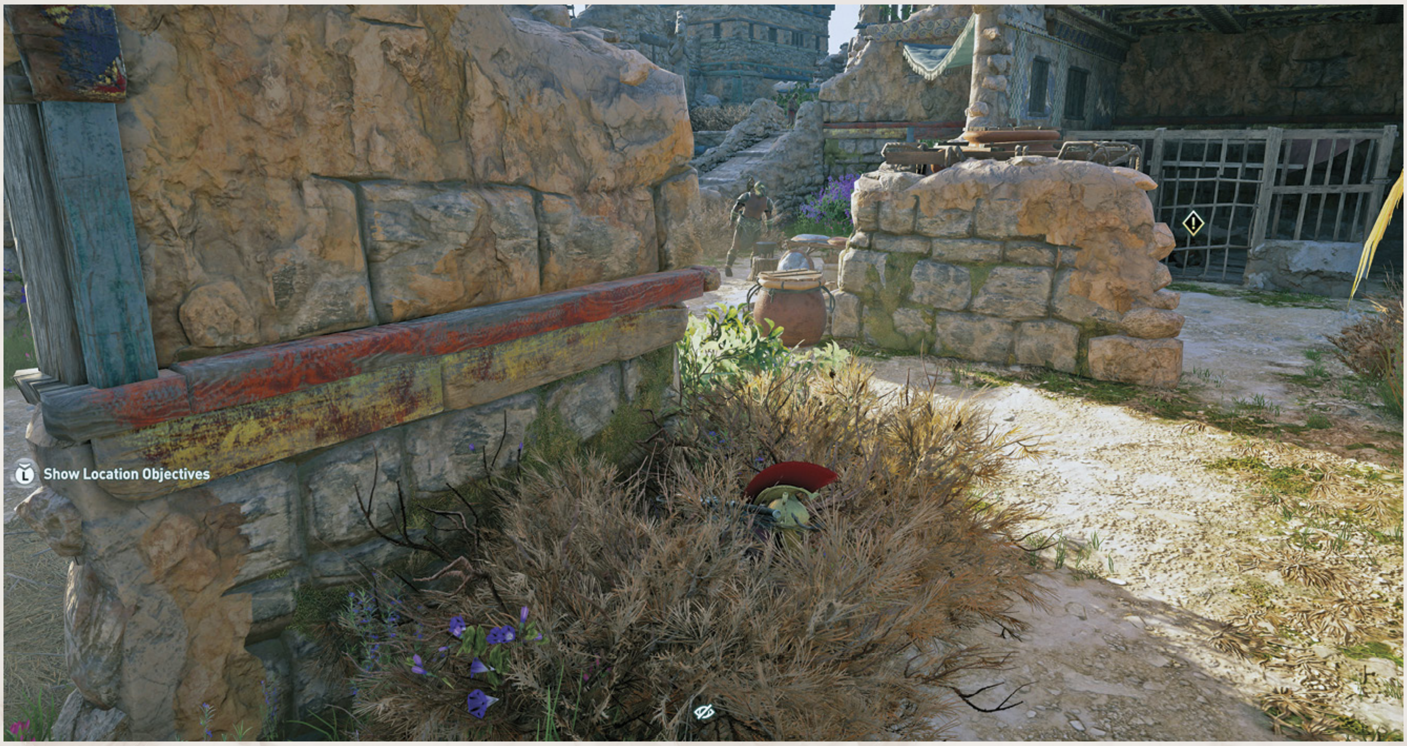
UNLOCKS: *Old Friends, Old Problems*

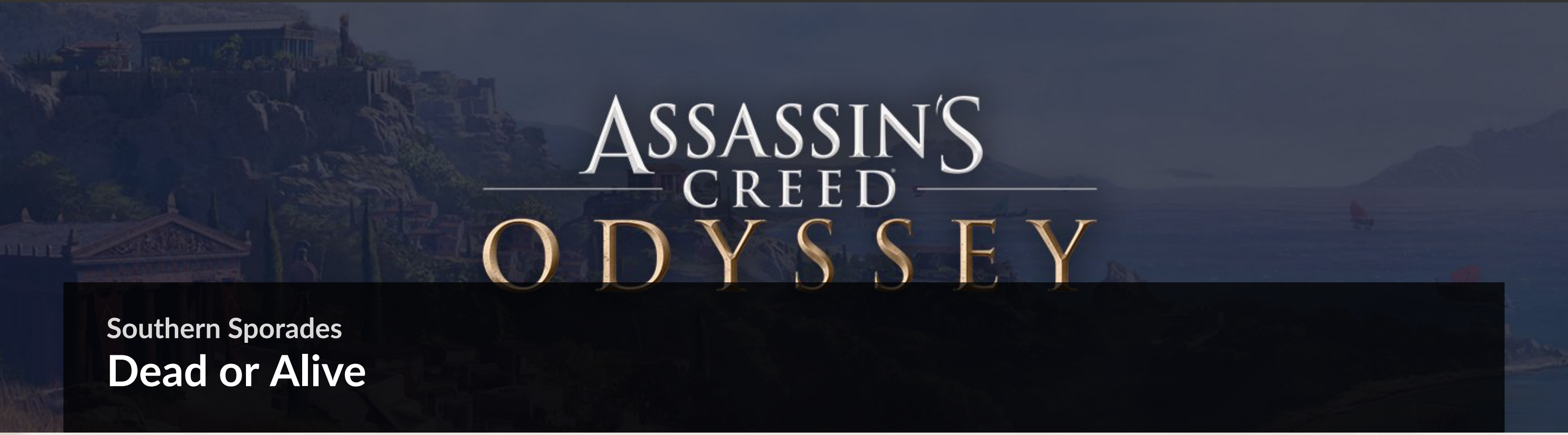
LOCATION: Artemisia Fort in highlands of Asklepiades, Kos Island or Southern Sporades message board

REWARD: Rare head armor (Ancient Helmet), low XP

STORY: Looking for a big reward? The Cerberus wants you. No matter if he's dead or alive, the Con of Kos must be brought to justice—now.

Begin this quest by accepting it from the Southern Sporades message board, or find Markos locked up at Artemisia Fort. Your objective is to free the Con of Kos from the fort. Once you have cleared out any nearby guards or fully completed the fort, pick up Markos and carry him to his home at Aion Vineyard. The Sphongos Cave to the north provides a more secluded path. The vineyard is in the center of the island.





DEAD OR ALIVE

RECOMMENDED LEVEL: 27

QUEST GIVER: **Markos**

PREREQUISITE: **Complete *A Debt to Pay* *(main quest)***

UNLOCKS: **N/A**

LOCATION: **Astypalia City message board, highlands of Asklepiades, Kos island**

REWARD: **Medium XP**

STORY: **The Con of Kos strikes again! Either the Cerberus takes him, or you do—and get paid.**

This contract wants you to find the Con of Kos at Artemisia Fort in the southern part of Kos island. Once you find out it is Markos, you abandon the quest and begin *A Business Opportunity*.

The Con of Cons

RECOMMENDED LEVEL: 27

QUEST GIVER: Markos

PREREQUISITE: Complete ***A Debt to Pay*** (main quest)

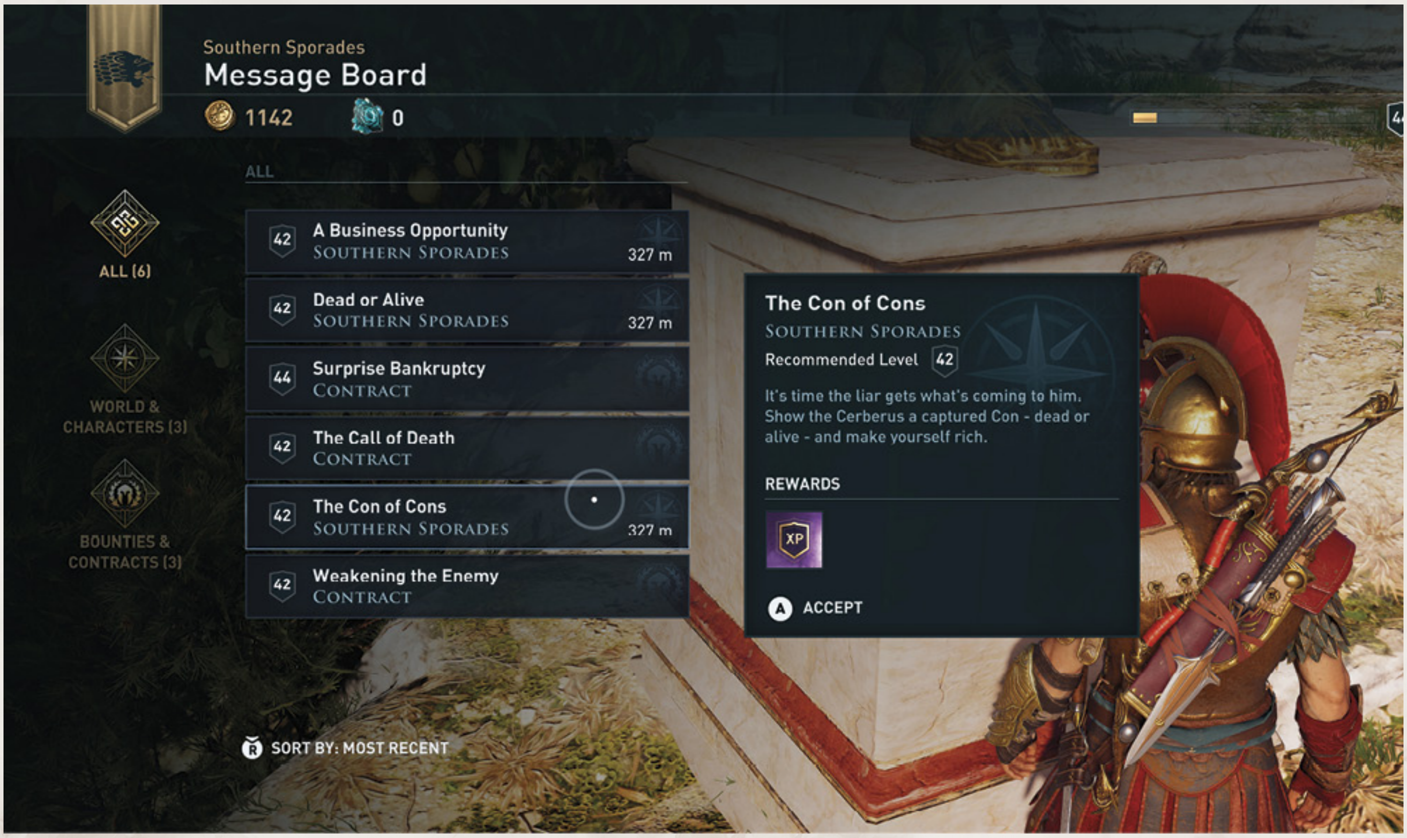
UNLOCKS: N/A

LOCATION: Astypalia City message board, highlands of Asklepiades, Kos island

REWARD: Medium XP

STORY: It's time the liar gets what's coming to him. Show the Cerberus a captured Con—dead or alive—and make yourself rich.

This is another contract that wants you to find the Con of Kos at Artemisia Fort in the southern part of Kos island. Once you find out it is Markos, you abandon the quest and begin *A Business Opportunity*.


Southern Sporades
Message Board
1142
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ALL (6)
WORLD & CHARACTERS (3)
BOUNTIES & CONTRACTS (3)
42 A Business Opportunity Southern Sporades 327 m
42 Dead or Alive Southern Sporades 327 m
44 Surprise Bankruptcy Contract
42 The Call of Death Contract
42 The Con of Cons Southern Sporades 327 m
42 Weakening the Enemy Contract
SORT BY: MOST RECENT

The Con of Cons
Southern Sporades
Recommended Level 42

It's time the liar gets what's coming to him. Show the Cerberus a captured Con - dead or alive - and make yourself rich.

REWARDS
XP

Ⓐ ACCEPT

Activities

Intro

THINGS TO DO IN GREECE

Ancient Greece provides many opportunities for activities outside of the main and side quests. In this section we detail additional activities that you can perform during your journey, like entertaining the blood-thirsty crowds in the Arena, collecting all the Ainigmata Ostraka, raiding all the tombs, and becoming the most feared mercenary in all the land!

Activities

The Arena

Once you defeat Talos, you pick up a document called *Arena Invitation*, which starts a level 27 quest to visit the Arena, *They Just Want Cruelty*. You can find the Arena along the northern coastline of Pephka, within a cove of Pirate Point, east of Warrior's Rest.

The Arena provides a theater for the best of the best to showcase their combat skills, and that now includes you, misthios! Speak to Skoura, the old man hanging out near the entrance, to learn about the contest inside. Winners earn the adulation of a roaring crowd, while losers…well, let's just say you don't want to lose.

To complete this quest you must face five of the most brutal Arena champions Greece has ever seen. Skoura will ask you who you wish to face. It's a good idea to make sure you are at least at the same level as the champion you select, as these fights are brutal.

Before you can face each champion, you must first vanquish four waves of increasingly tougher foes. While the first wave should pose little difficulty for you, for example, the higher waves bring better-armed and -armored foes, some of whom utilize status effects on their attacks, making them more troublesome. It is possible for elites to join the waves as well. Survive all four waves and the champion arrives to face you in single combat.

The Arena itself boasts hazards of its own. The perimeter is lined with lethal spikes, and each battle brings its own unique configuration, such as fire or barricades. For each champion you defeat, you earn a random piece of epic or legendary gear. This can include the Arena Fighter's set, a legendary armor set available only by battling in the Arena.

MERCENARY FOES

Additionally, you can face any mercenary if they are near the Arena and you have already discovered them in the world. Defeating any mercenary in the Arena and the outcome is the same as if you found them elsewhere in the world.

Klaudios, the King of Bandits

> "He's tricky; deception is his trade."

Level: 22

Enemy Types: Bandit

For this battle, the Arena boasts not only the standard perimeter spikes, but also spiked pillars rising out of the ground.

While you must be careful to avoid the spikes yourself, you can use them to your advantage by maneuvering your opponents in such a way that the spikes are behind them, and then using an attack that knocks them back, turning a simple knockdown into extra damage.

The first wave of fighters you face in this Arena challenge is fairly simple, but each wave gets increasingly more difficult. Watch out for poison attacks from these bandits, and be ready to face a few elites as well.

The King of the Bandits is true to his name and prefers to use sneaky, underhanded tactics whenever possible. Klaudios makes frequent use of smoke bombs to try to move in for the attack when you can't see him coming. Counter this by using the targeting reticle on your bow. Your eyes may not be able to find him in the smoke, but your reticle will.

22
Klaudios the King of Bandits

Klaudios dual-wields daggers that can inflict poison. You can block his normal attacks, which staggers him briefly, giving you a good opening for a brutal attack. However, his normal attacks are few and far between, as he prefers many dashing strikes when he's enraged, so he can't be easily staggered outside of his normal attacks. Perfectly dodge his attacks to slow time, giving you a few precious seconds to line up a devastating counter attack.

22
Klaudios the King of Bandits
22

Belos, the Beast of Sparta

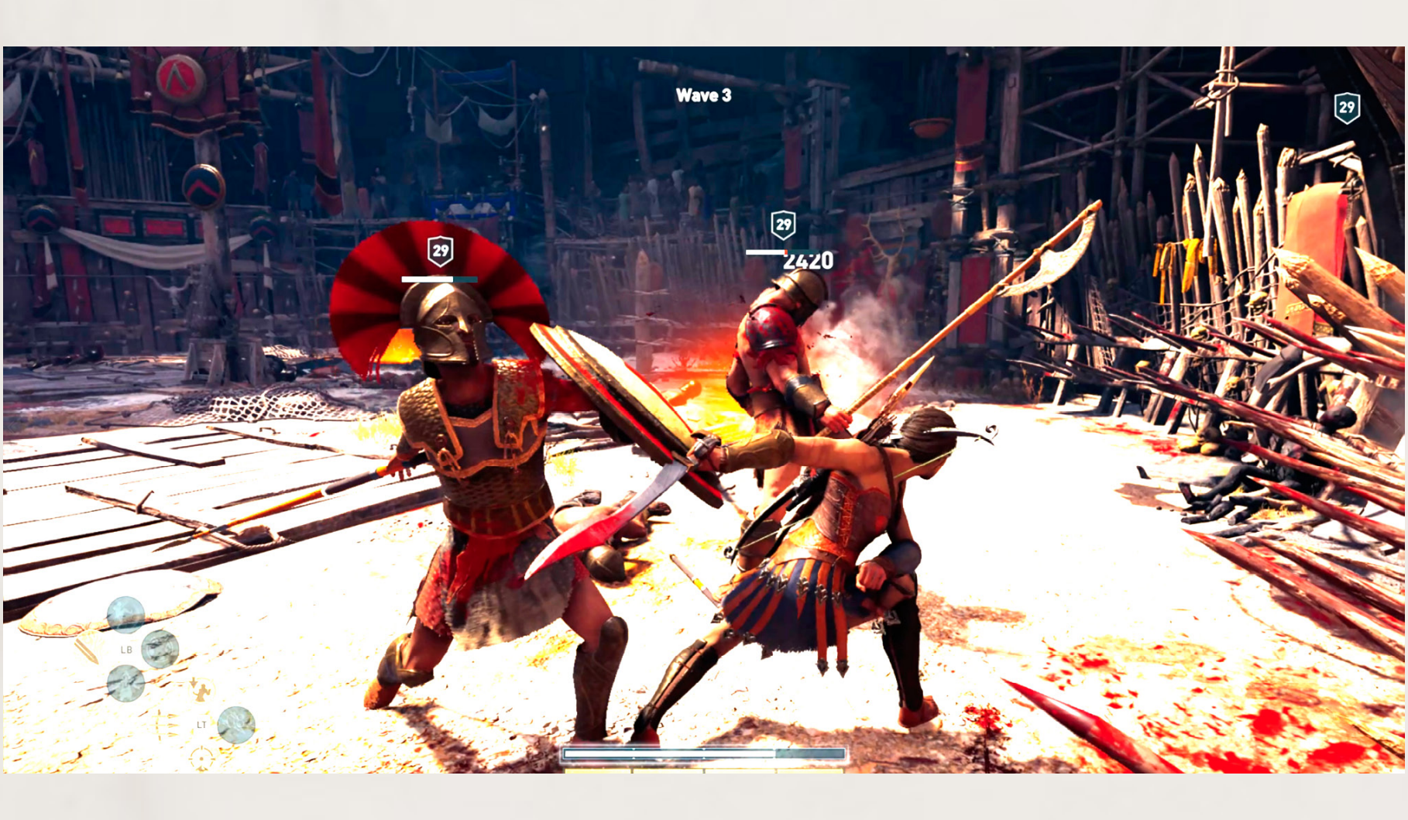
> "Devours his enemies. They call him Death."

Level: 29

Enemy Types: Spartan

For this challenge, the Arena now boasts small firepits. These are great for lighting your arrows on fire. Shoot across them whenever possible to inflict the burning status effect on your targets (or just approach them with your bow out).

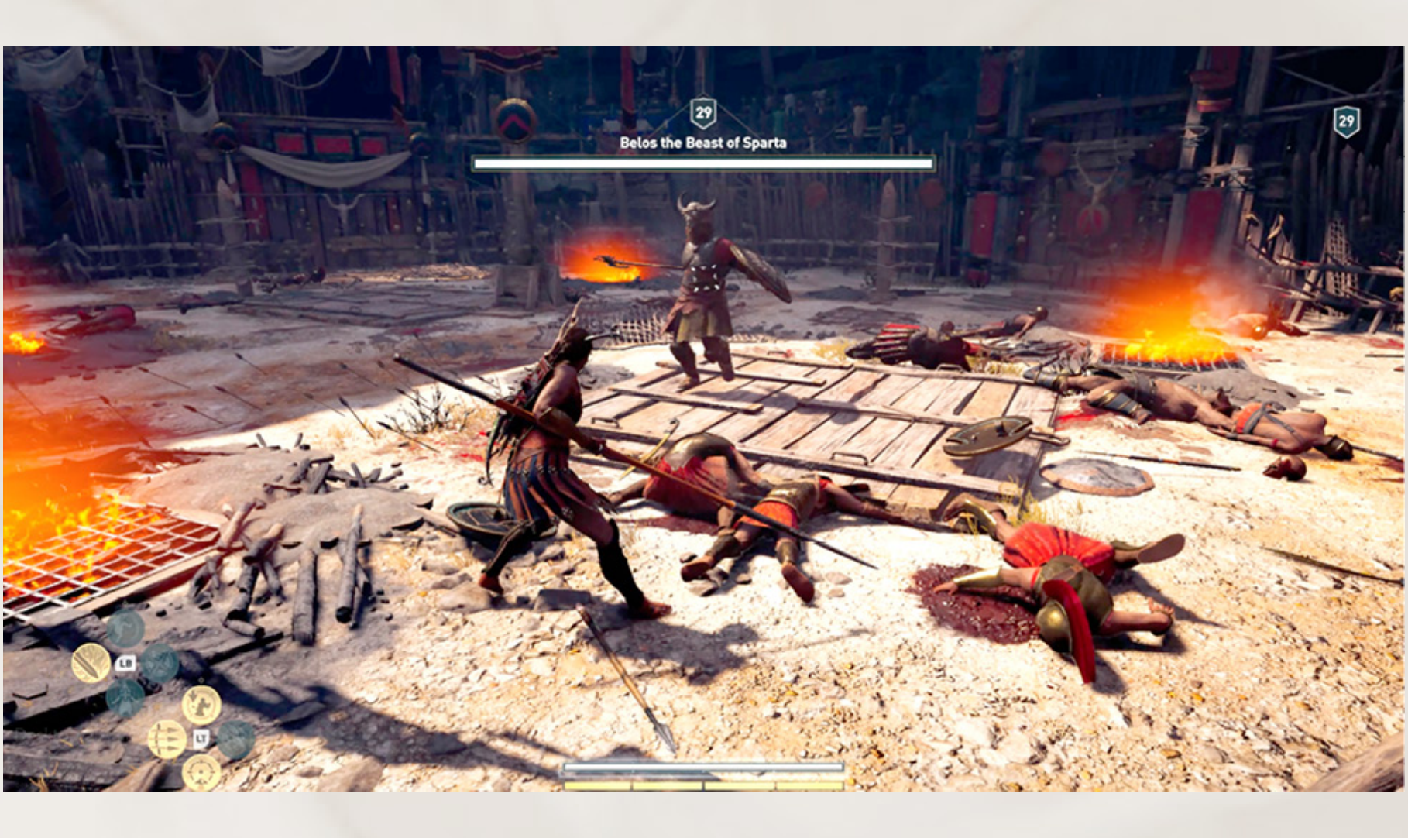
As before, you face four waves of enemies; this time they are Spartans. Keep on the move and utilize tier 2 Shield Breaker abilities on the hardier foes.



The Beast of Sparta wields an axe and shield to perform a great many sweeping strikes and a charged shield slam, along with an extremely powerful overhead strike. Watch for him to telegraph his shield charge move by lifting his arm. He also uses a jumping shield attack that causes him to become enraged.

Take advantage of the fire and light your weapon on fire to inflict burning. Other status effects are helpful against this foe as well, depending on what skills you've chosen. The best time to counterattack is after a perfectly timed dodge-roll that slows time.

The Beast of Sparta is part of the Heroes of the Cult, so when you vanquish him, you get credit for eliminating a cultist as well.



Evanthe, the Huntress

> "Just when you think she's cornered, she stabs from the side."

Level: 22

Enemy Types: Bandit

For this battle, the Arena boasts not only the standard perimeter spikes, but also spiked pillars rising out of the ground.

While you must be careful to avoid the spikes yourself, you can use them to your advantage by maneuvering your opponents in such a way that the spikes are behind them, and then using an attack that knocks them back, turning a simple knockdown into extra damage.

Evanthe, the Huntress

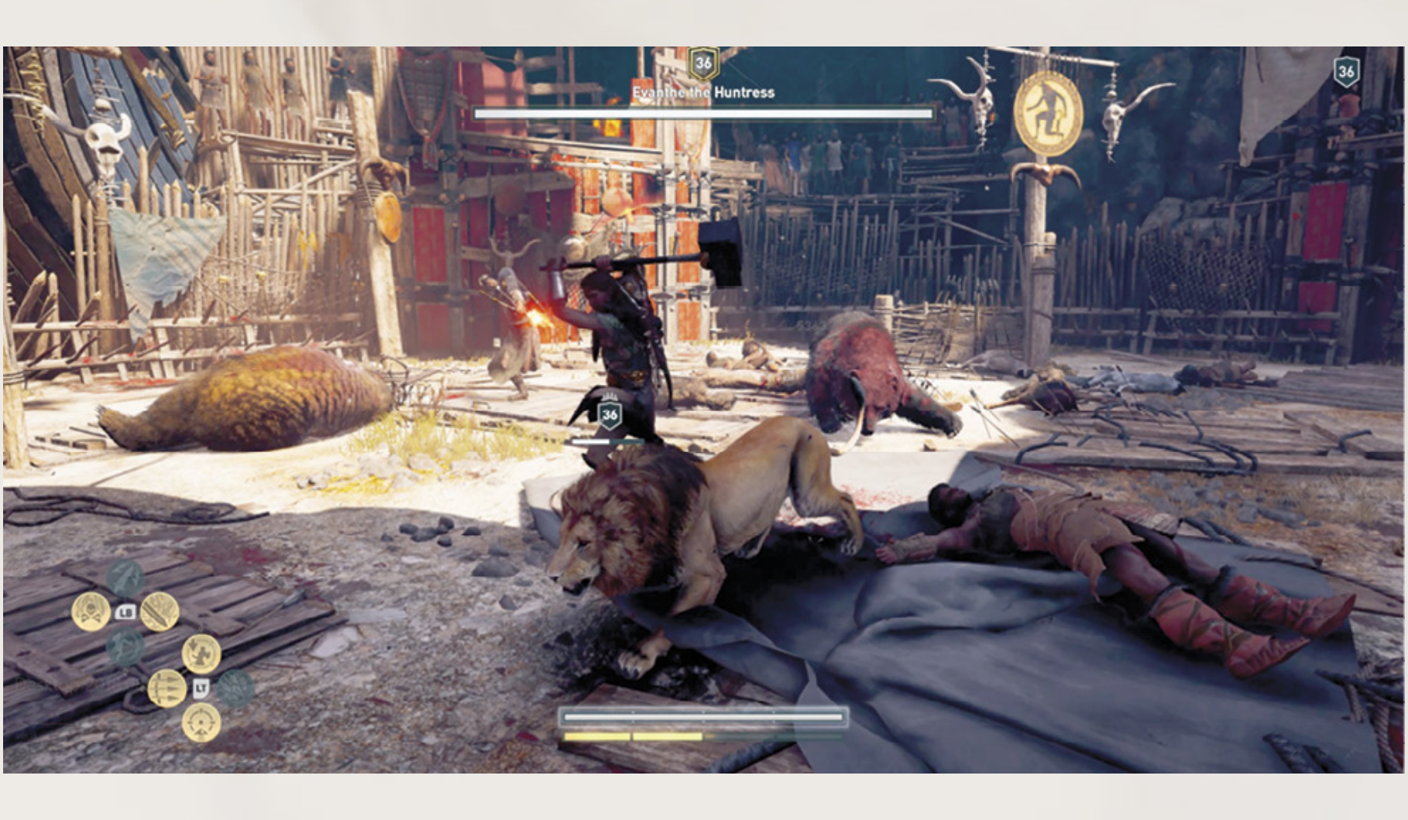
> "Just when you think she's cornered, she stabs from the side."

Level: 36

Enemy Types: Daughters of Artemis

For this challenge, the Arena offers a few short barricades, which provide some cover. The first wave includes not only human opponents but their tamed wolves! Stay on the move and take down these snarling beasts from range whenever possible, while using the barricades to avoid ranged attacks. The second wave includes a lynx, before you face more wolves in wave three. The fourth wave includes two ferocious bears. At least the bigger they are…the harder they fall. As if defeating a pair of bears isn't bad enough, you must watch out for archers with flame arrows as well.

When Evanthe herself appears, she is accompanied by a lion. Take down the lion first, to avoid its hungry jaws, before focusing your attention on Evanthe. Evanthe wields a spear for close combat but is quick to pull out her bow at range. For both weapons she utilizes fire attacks, so be prepared to deal with burning.



Depending on your play style, you can utilize the barricades in the Arena to exchange arrows with this champion, or quickly move in close to keep the heat on her. As with the other champions, weapons that inflict status effects work well here.

36
Evanthe the Huntress
36

Titos, the Rock of Athens

> "Skilled soldier, not to be discounted."

Level: 43

Enemy Types: Athenian

For this battle, the Arena has added spinning fire pillars and a rather grisly ship mast to the decor. In addition, one of the previously boarded-up pits on the floor is now open, revealing a large firepit. Smaller fires let you ignite your arrows.

The waves of Athenians are challenging, but at this point in your Arena career, you've become adept at dealing with a champion's underlings.

Wave 3
43
43
43

Titos wields a shield and spear, throws fire bombs, and shoots fire arrows. He is highly mobile and uses an enraged attack in which he dashes toward you.

Use the handy fires in the environment to keep up the burning status effect on him. Don't expect to get reliable parries against the Rock of Athens. Use heavy attacks and attacks that stagger to bypass his shield.

Defeating Titos not only earns you the usual epic or legendary item (and the adulation of the crowd, of course) but also gives you a cultist clue, **Job Offer.**

43
Titos of Athens
43

Vasilis, the King of the Arena

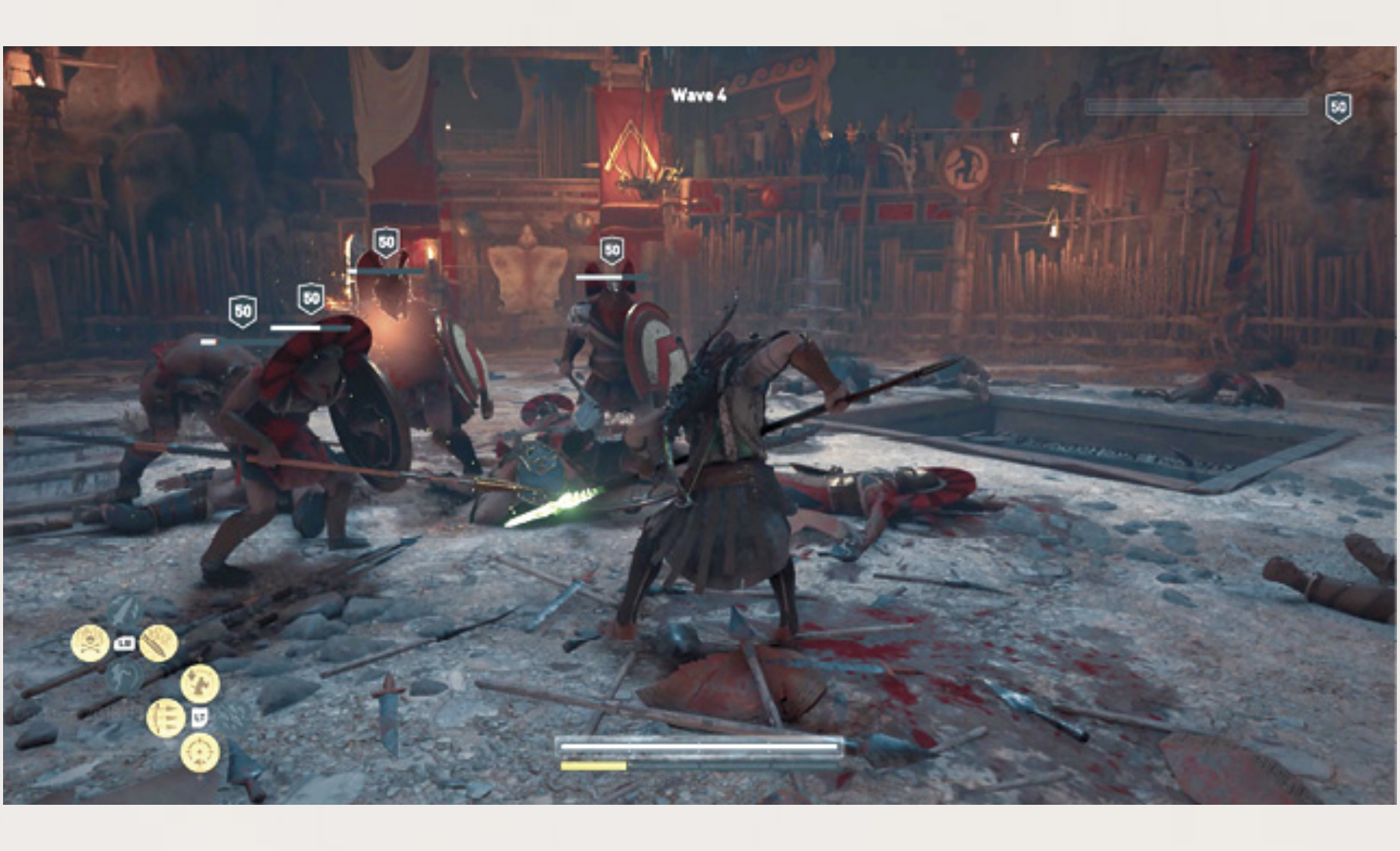
> "A Spartan braggart, but with the skills to back it up."

Level: 50

Enemy Types: Mixed

For this ultimate battle, the Arena has spared no expense. Not only do you have the ever-present perimeter spikes, you also have spinning spiked pillars, some of which are flaming. In addition, you now get to see what was under the other closed door on the floor—a spike-lined pit of death!

This time, you face waves of mixed factions, as everyone pays allegiance to the King of the Arena. The waves contain more enemies than ever before, with the powerful stratagoi appearing in wave four. Make good use of the death pit on the floor. Knocking someone down a seemingly bottomless pit is just as fun as it sounds.



Vasilis himself uses a shield and sword, leaping attacks, and combo attacks that end in enraged abilities. He can inflame his weapon, too, so watch out for the burning status effect.

50
Vasilis the King of the Arena
50

Utilize status effects of your own to level the playing field. When he gets low on health, Vasilis whips out a potion and quaffs it, healing some of the damage you've inflicted. Stay on him, and don't give him a moment's respite in order to avoid this. This fight is long and difficult enough, and letting him heal can easily mean the difference between vanquishing the foe and losing.

Once you have vanquished Vasilis, the quest is complete. However, you are offered one more fight…

Skoura, Hero of the Arena

Accepting Skoura's challenge begins the quest *Hero of the Arena*."

Level: 50

This time, there are no waves of enemies to slash your way through, no special hazards; it's just you and the old man.

Skoura may be getting up there, but he's no pushover! The Hero of the Arena fights with a spear and utilizes many enraged and knockback attacks, and of course, the Sparta Kick. Skoura has a lot of health, and even with the best weapons and gear, it will take some time to whittle down his health, so be ready for a prolonged fight.

Defeating Skoura earns you **Skoura's spear.**

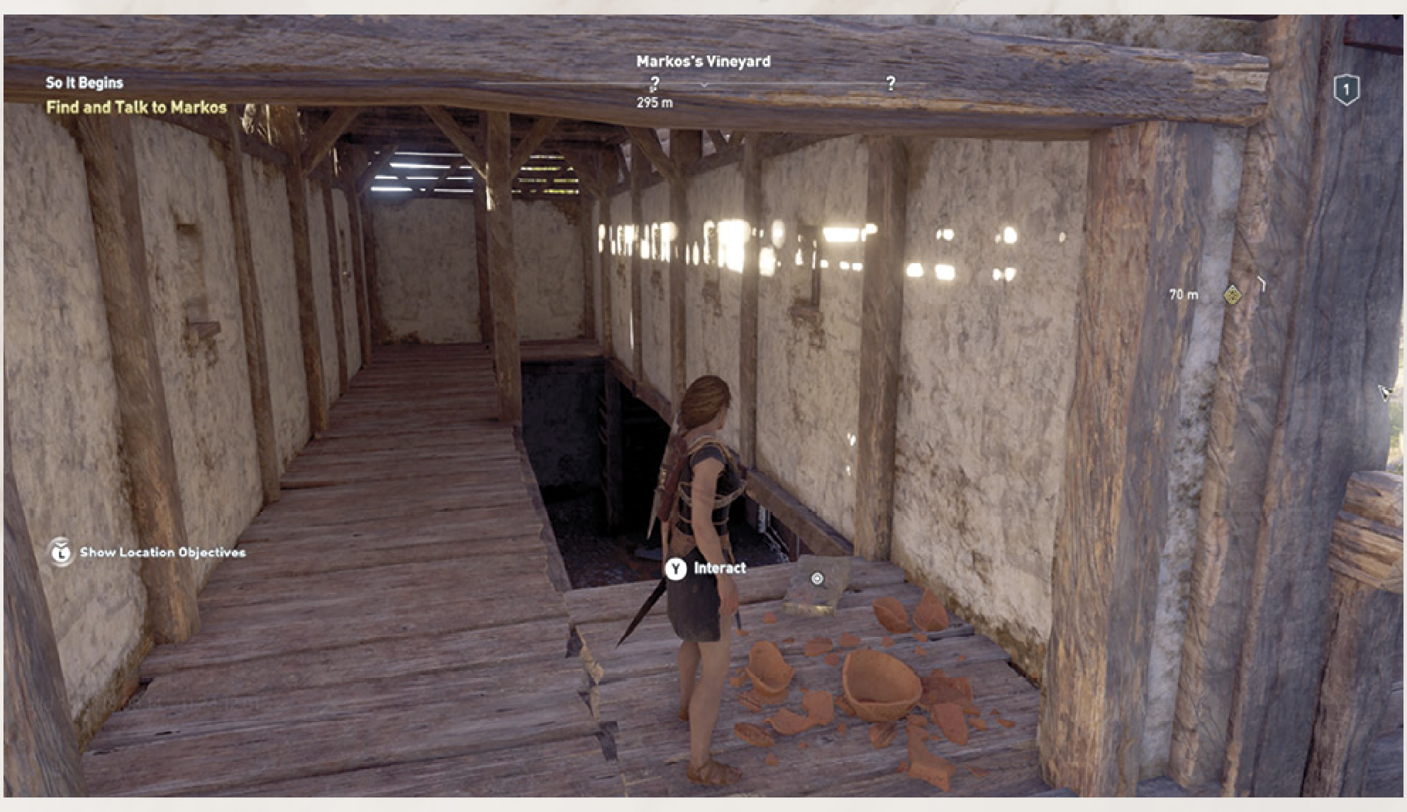
Rematch

50
SKOURA
50

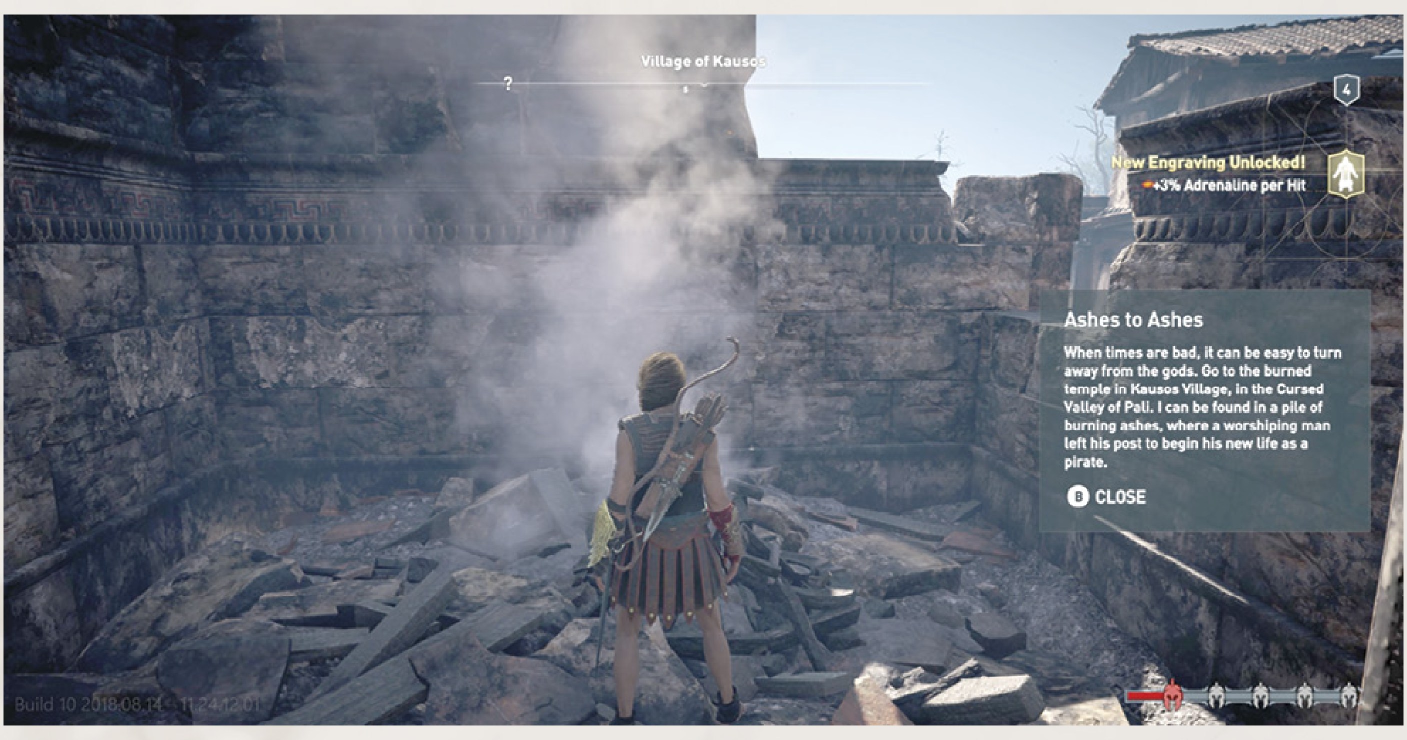
Once you've finished the main Arena quest, *They Just Want Cruelty*, you can face any or all of the competitors again at level 50 by starting the side quest *Heroes of the Arena*. This will give you a chance to earn more gear and drachmae.

Ainigmata Ostraka

Ainigmata Ostraka are obscure writings found on stone tablets in various locations. They can be found in easy-to-access places like simple dwellings, difficult-to-reach areas like underwater points of interest, or extremely dangerous areas such as forts and fortresses.



When you come across an Ainigmata Ostraka, you can interact with it. Doing so displays the text, which is a clue to finding the necessary point of interest to solve the riddle and find the engraving. Engravings can be used to boost the power of your equipment at blacksmiths.



New Engraving Unlocked!
+3% Adrenaline per Hit

Ashes to Ashes

When times are bad, it can be easy to turn away from the gods. Go to the burned temple in Kausos Village, in the Cursed Valley of Pali. I can be found in a pile of burning ashes, where a worshiping man left his post to begin his new life as a pirate.

B CLOSE

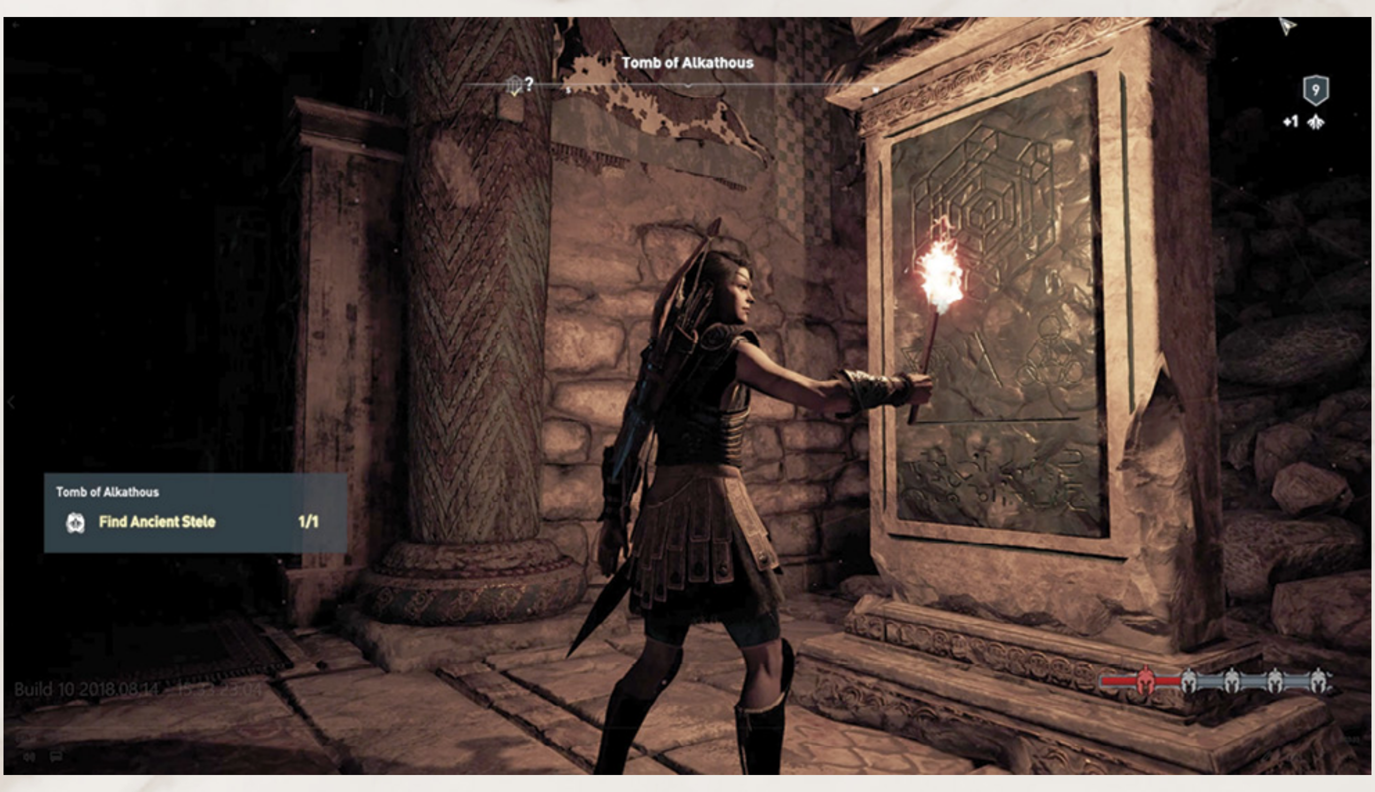
The following table lists the Ainigmata Ostraka and their associated engravings. They are listed by region, in level order. Finding a particular Ainigmata Ostraka unlocks the listed engraving effect. As you find Ainigmata Ostraka of each engraving type, they increase in tier. For example, Happy Hour and Odor in the Court both unlock the burning duration effect. The first one you pick up will be tier 1, while the second will be tier 2 of that type, etc., so heading straight to the higher level regions won't unlock higher tiers of engravings. It would also be insanely dangerous.

AINIGMATA OSTRAKA ENGRAVINGS

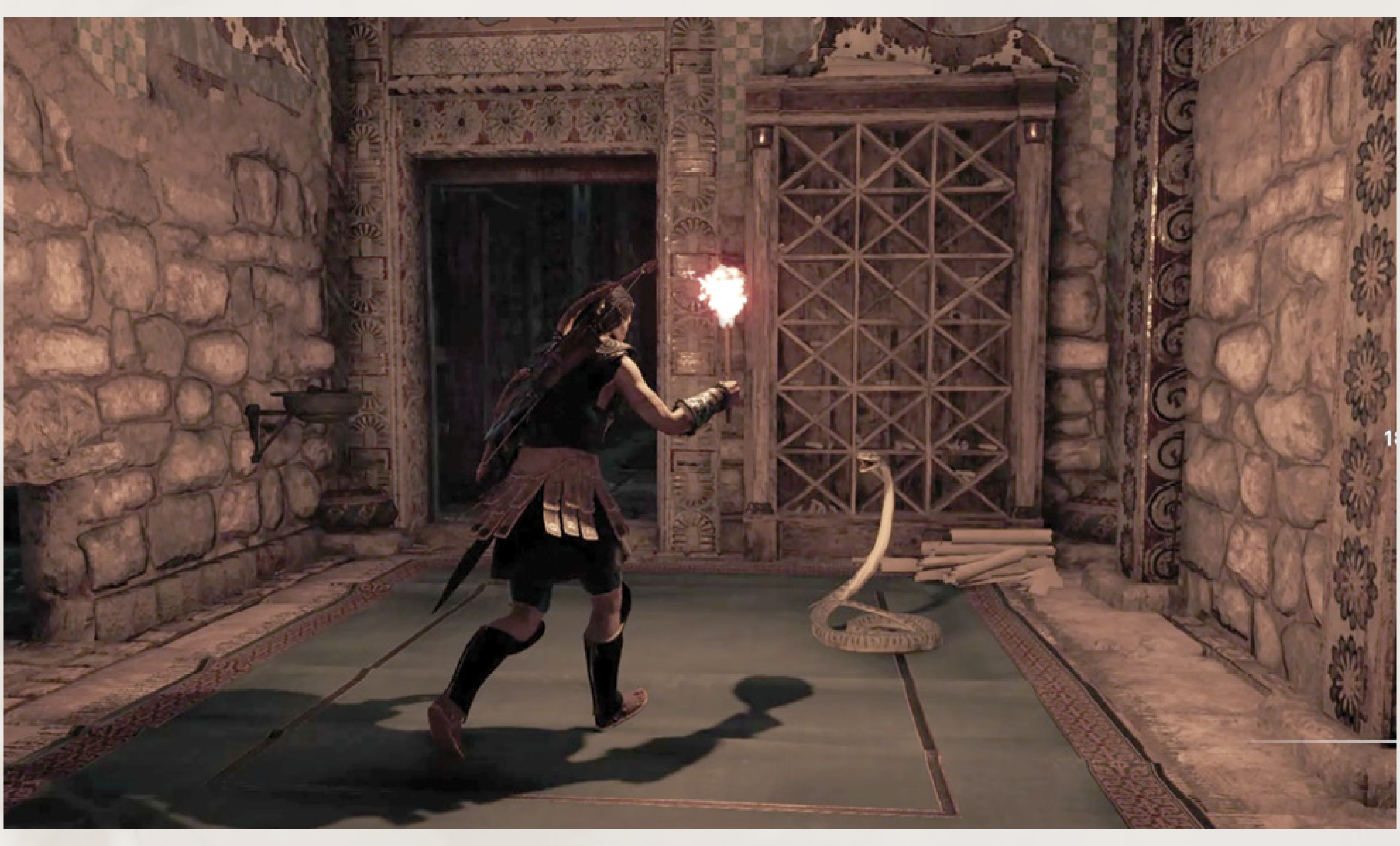
ENGRAVING	REGION	AINIGMATA OSTRAKA
Adrenaline per hit	Kephallonia	Ashes to Ashes
	Attika	Backstage Pass
	Lakonia	Twin Sails
	Arkadia	Sweet Tooth
	Messenia	Procession of Bones
Burning duration	Megaris	Happy Hour
	Boeotia	Elbow Greece
	Attika	Odor in the Court
	Isle of Salamis	War Eagle
	Delos	Grave Discovery
	Boeotia	Bridging the Gap
Crit chance while full health	Megaris	Hound Docked
	Lakonia	Give the Boy a Chance
	Boeotia	Stadium Love
	Chios	To the Edge of the World
Crit chance while low health	Euboea	A Deal for Freedom
	Seriphos	Blue Eyed Beauty
	Argolis	Two of Clubs
	Arkadia	Farming Coin
	Messenia	Tastes Like Chicken
Crit damage while full health	Kephallonia	Bottomless Lake
	Korinthia	Stone Cold
	Naxos	Procrastinate Now
	Elis	Prophecy Prevention
	Lesbos	Star-Crossed Lovers
Crit damage while low health	Malis	Heart and Sole
	Argolis	An Arm and a Leg
	Mykonos	Estate Envy
	Kythera	Made in Abyss
	Achaia	Showboat
Damage with heavy weapons	Phokis	A Finger Tip
	Attika	Goat's Gruff
	Argolis	The Floor is Lava
	Melos	Upon Typhon's Crown
	Boeotia	Pigsty
Damage with Overpower abilities	Lokris	Red Scent
	Skyros	Beneath Theseus's Dreams
	Messara	'Til Death Do Us Part
	Elis	Centaur Field
	Lemnos	Hungry for Misadventure
Damage with spears and staffs	Megaris	Record Sunshine
	Attika	Killer View
	Naxos	Stubborn Mule
	Arkadia	Hobby Horsing
	Achaia	Belly Flop
Damage with swords and daggers	Kephallonia	Fatal Attraction
	Korinthia	Rock and Roll
	Delos	Needle in a Haystack
	Elis	Strange Disease
	Messenia	Foggy Memory
Elemental resistance	Phokis	Pressed for Time
	Makedonia	Helios's Greeting
	Keos	Smoke Signal
	Korinthia	Turning Tides
	Lakonia	Soldier to Shoulder
Intoxicated duration	Mykonos	Marbled Morale
	Boeotia	Fire in the Belly
	Phokis	A Specific General
	Lestris	Pride of Place
	Achaia	Dye Dye Dye

TOMB RAIDER

Across Greece you have the chance to explore 22 tombs. Each tomb contains an **ancient stele.** Every stele you discover and read grants you an extra ability point to spend, boosting your combat prowess.

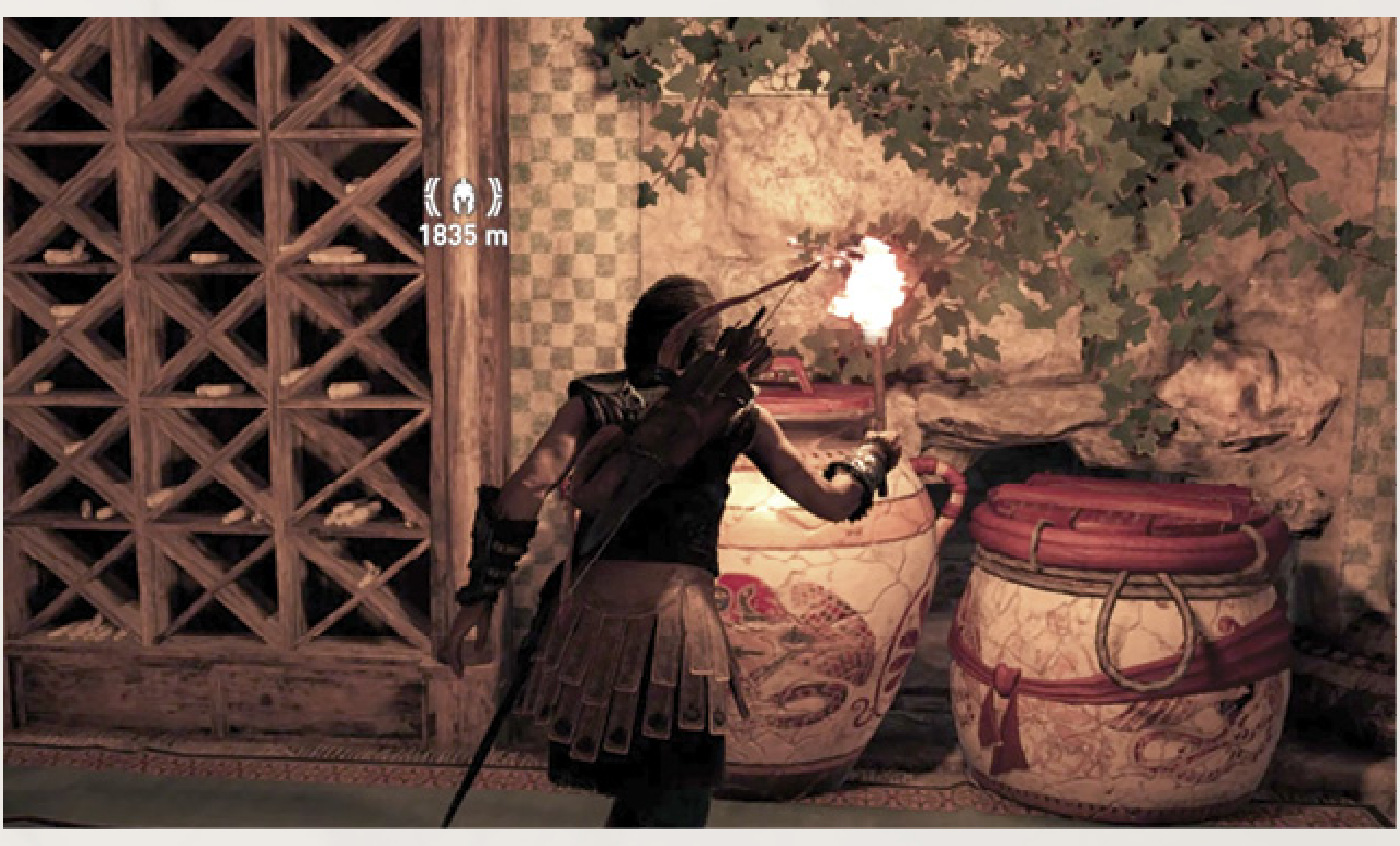


Tombs are dark places, so pull out your torch upon entering. Snakes infest many tombs and often are difficult to see. Be on the lookout for coiled reptiles and watch out for their quick forward lunge, which deals a decent amount of damage. The torch can easily kill the snakes in a single hit, or you can throw the torch at them to catch them on fire.

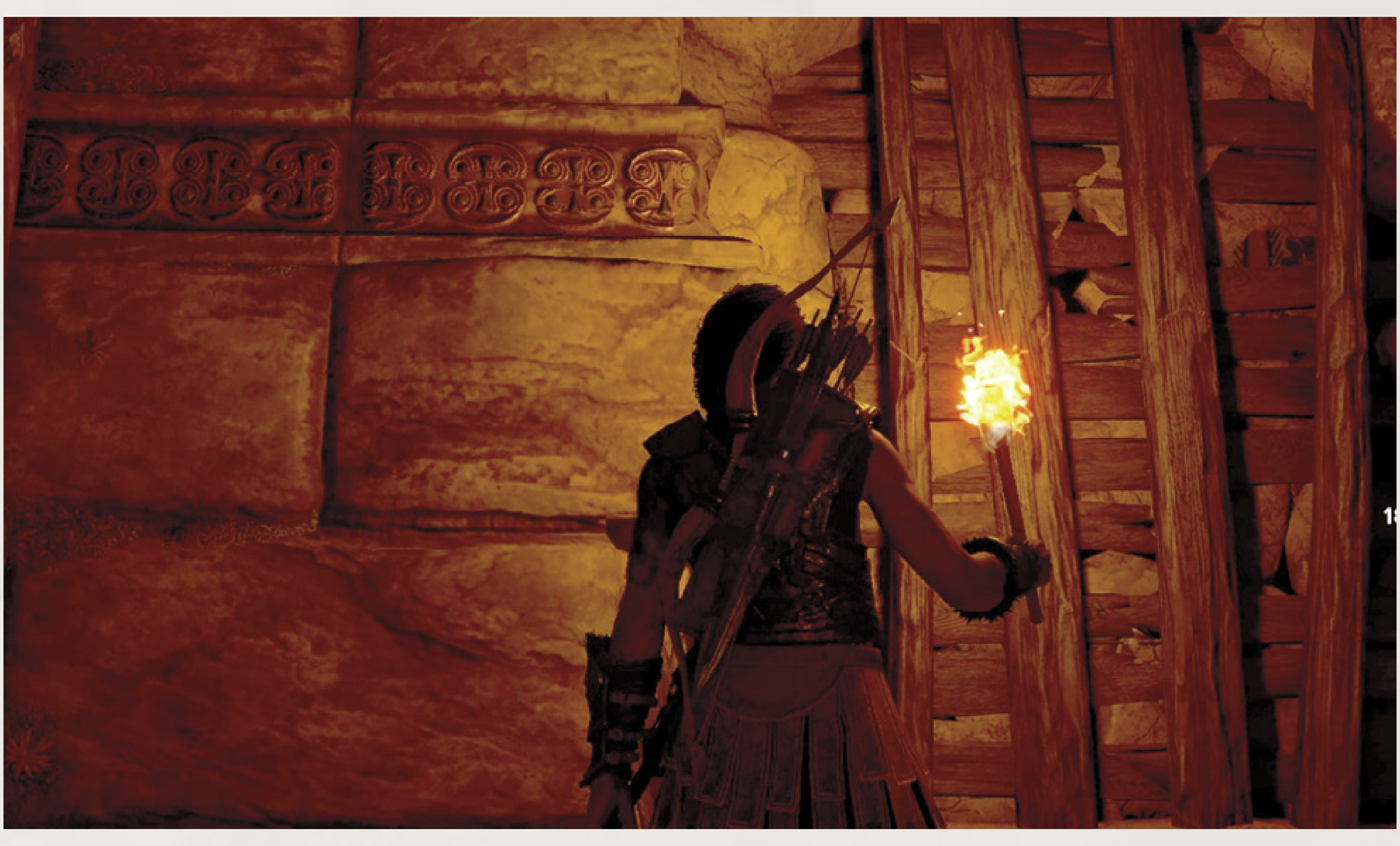


Other tombs guard against would-be grave robbers with spike traps. When you trigger a spike trap, you have a few seconds to dodge-roll out of the way or to run quickly past to safety. Move too slowly and you'll find yourself taking some hefty damage.

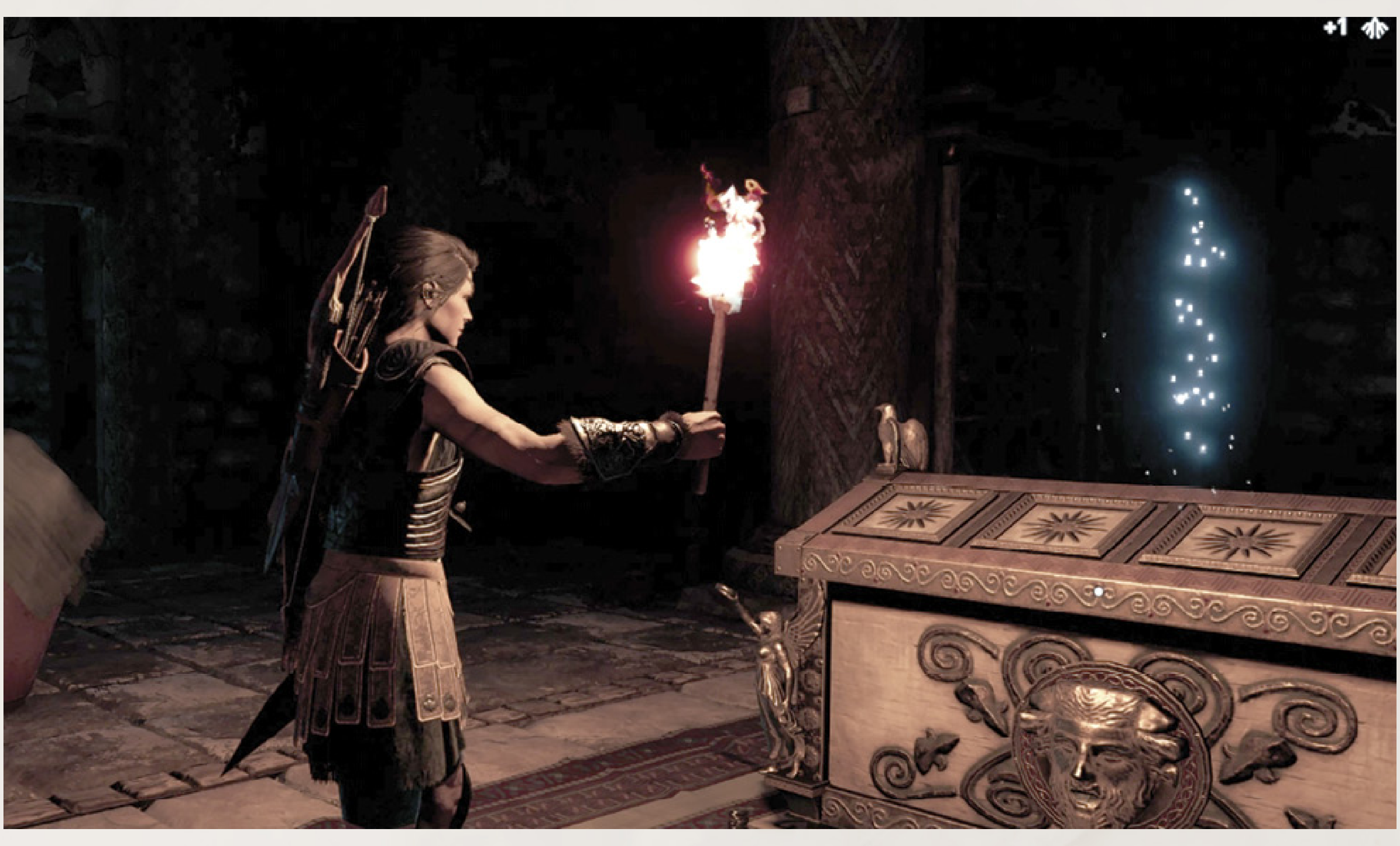
While the path through a tomb is usually fairly straightforward, take the time to thoroughly explore every nook and cranny. For example, sometimes an innocuous item, like a pot or set of shelves, may be hiding the entrance to a treasure-filled chamber or even another pathway through the tomb.



Reveal secret passages by smashing through weakened walls. Wooden walls can be broken through with the torch. In other tombs, you may notice a crack in the wall and hear the wind whistling through it. Smash these to gain entrance.



While discovering the ancient stele is a tomb's main prize, they also always contain at least one epic chest, and oftentimes more, so they are well worth your time to explore.

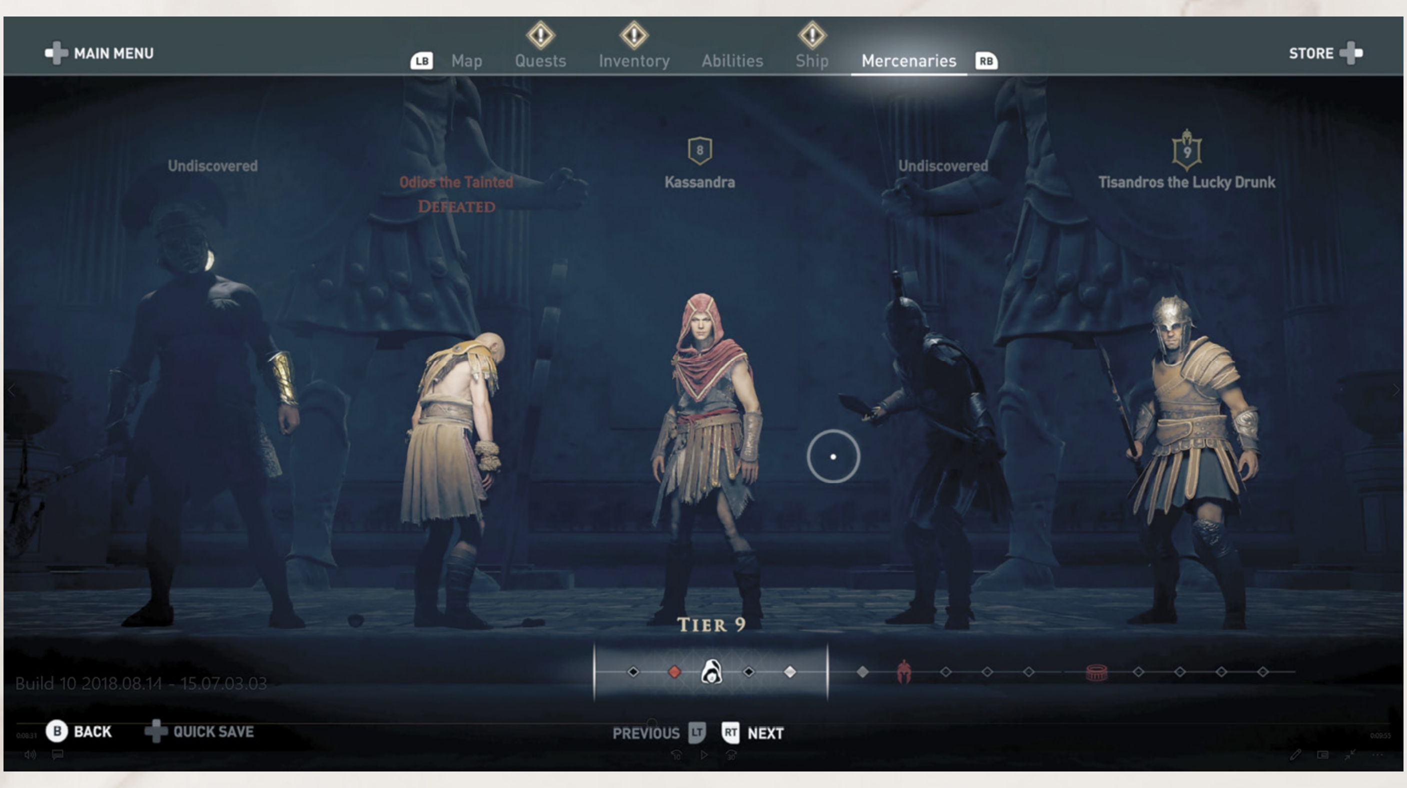


TOMBS

TOMB NAME	REGION
Tomb of Eurypylos	Achaia
Agamemnon's Tomb	Argolis
Pheidon's Tomb	Argolis
Tomb of the Daughter of Atlas	Arkadia
Waterfall of Styx	Arkadia
Tomb of Eteokles	Attika
Tomb of Orion	Boeotia
Stony Sepulchre	Chios
Tomb of Brizo	Delos
Destroyed House of Oinomaos	Elis
Tomb of the First Champion	Elis
Artemision Tomb	Euboea
Mycenean Tomb of Ajax	Isle of Salamis
Tomb of Polybotes	Kos
Tomb of the Forgotten Hero	Lakonia
Abandoned Tomb	Lemnos
Tomb of Orpheus	Lesbos
Tomb of Alkathous	Megaris
Giant Heroes Burial Ground	Naxos
Alkaios Tomb	Paros
Tomb of the First Pythia	Phokis
Parmenon Tomb	Thasos

MERCENARIES

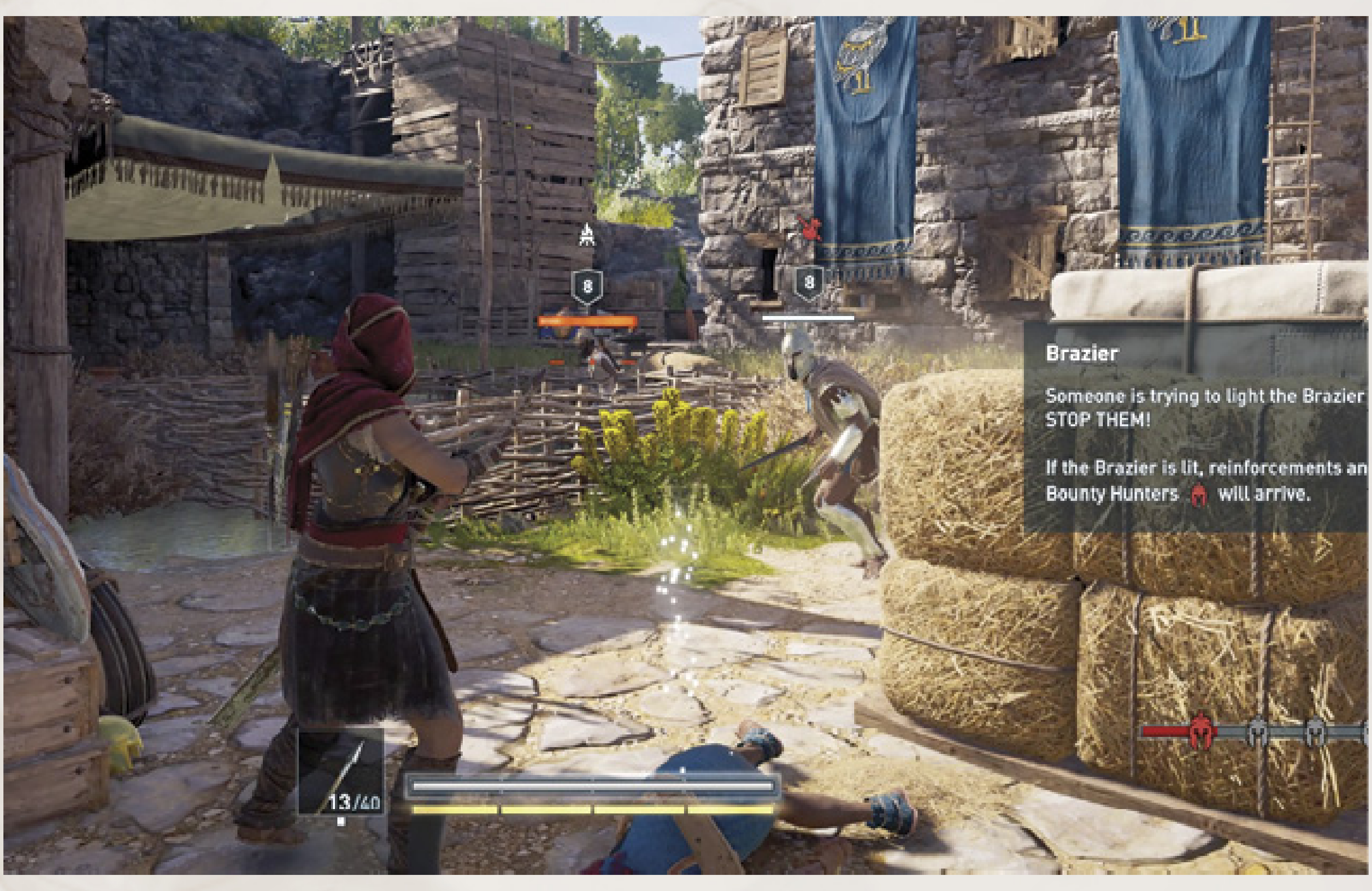
Throughout Greece, many fighters make their living by hiring out their skills. These mercenaries gain great renown, and you can face them in battle to increase your own reputation among this group of hardy professionals.


MAIN MENU
LB
Map
Quests
Inventory
Abilities
Ship
Mercenaries
RB
STORE
Undiscovered
Odios the Tainted
DEFEATED
8
Kassandra
Undiscovered
9
Tisandros the Lucky Drunk
TIER 9
Build 10 2018.08.14 - 15.07.03.03
B BACK
QUICK SAVE
PREVIOUS LT
RT NEXT

Mercenaries are ranked in tiers, nine being the lowest ranking and one being the highest. Defeating each mercenary above you in your tier, or the next highest tier, moves you up one spot in your current tier until you've fought your way through them all and you advance to the next tier. As you advance in tiers, the enemies become more difficult, but the rewards grow to match. You will never run out of mercenaries no matter how many you kill, as there are always others willing to take their place.

There are also unique mercenaries that reward you with specific pieces of legendary gear. Some of these unique mercenaries also grant unique engravings once you defeat them and claim their gear.

To face a mercenary in battle, find them out in the world or perform crimes to earn a bounty. Once your bounty increases to at least the first helmet icon in the lower right corner of the screen, a mercenary comes looking for you to collect the bounty on your head. The more helmet icons added to this bounty tracker, the greater the number of mercenaries who seek you out, and they will be of a higher level, making them much more difficult to defeat. In order to clear your bounty meter, you can either pay off the sponsor with drachmae or you can travel to the sponsor's location and kill them. No mercenary is willing to work without pay.

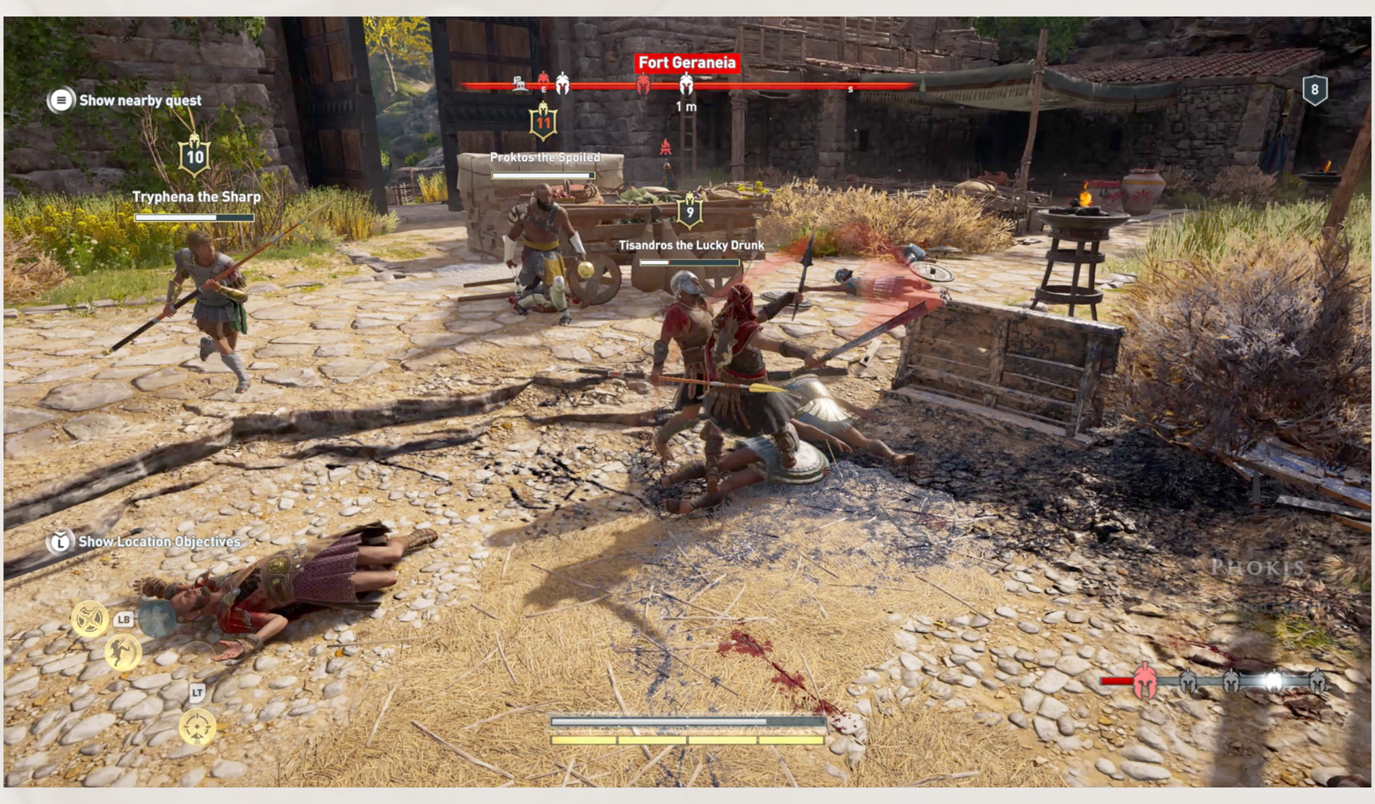


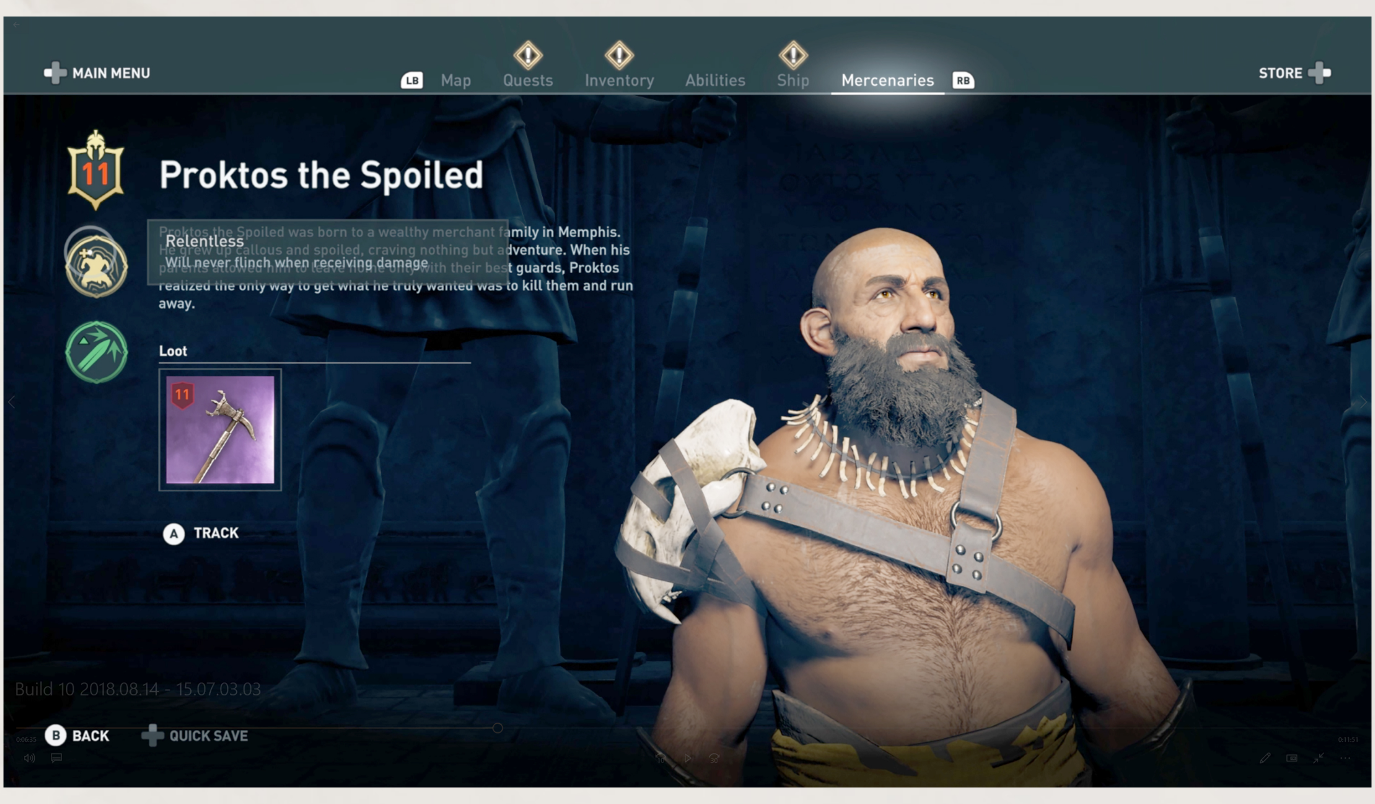
Brazier

Someone is trying to light the Brazier STOP THEM!

If the Brazier is lit, reinforcements an
Bounty Hunters will arrive.

When a mercenary is nearby, a helmet icon appears on your HUD radar or on the world map. Once you start to get close to a mercenary, you "discover" them. Once you've discovered a mercenary, you can track them, view their level and a brief history, see what special abilities they have, and see what kind of epic or legendary gear you receive when defeating them. The mercenary will be using this item.


Show nearby quest
10
Tryphena the Sharp
Fort Geraneia
1 m
11
Proktos the Spoiled
9
Tisandros the Lucky Drunk
8
Show Location Objectives
LB
LT
PHOKIS


MAIN MENU
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RB
STORE
11
Loot
11
A TRACK
Build 10 2018.08.14 - 15.07.03.03
B BACK
QUICK SAVE

Proktos the Spoiled

Relentless
Will never flinch when receiving damage

Mercenaries always come with two special abilities, and these can be positive or negative. Positives grant them some sort of buff, while negative abilities are a weakness you can exploit when fighting them.

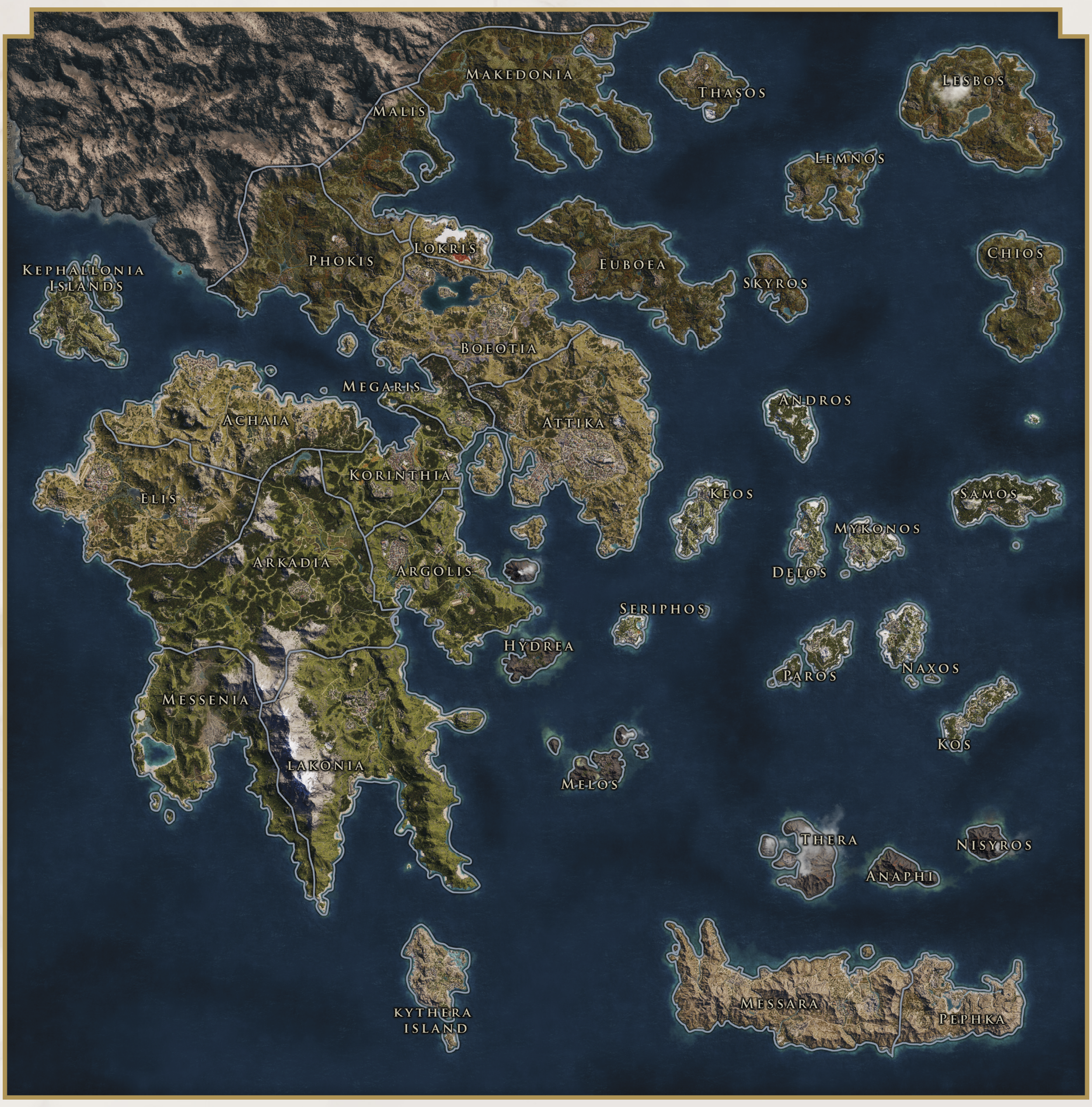
MERCENARY ABILITIES

Special Ability	Description	Skill	Positive	Negative
Afflicted	**Takes more damage from poison**			X
Awareness	**Takes less damage from assassinations**		X	
Brawler	**Takes less damage from melee attacks**		X	
Canine Trainer	**Travels the world with a dog companion**	X		
Death From Above	**Takes more damage from ranged attacks**			X
Fangs Chewer	**Travels with world with a lynx companion**	X		
Fireproof	**Takes less damage from fire**		X	
Forest Thunder	**Travels the world with a bear companion**	X		
Heart Condition	**Takes more damage from assassinations**			X
Mithridatism	**Takes less damage from poison**		X	
Night Hunter	**Travels the world with a wolf companion**	X		
Plains Traveler	**Travels the world with a lion companion**	X		
Pyromaniac	**Uses fire attacks**	X		
Pyrophobia	**Takes more damage from fire**			X
Rage	**Enters a rage state when close to death**	X		
Relentless	**Will never flinch when receiving damage**	X		
Shell Skin	**Takes less damage from ranged attacks**		X	
Soft Flesh	**Takes more damage from melee attacks**			X
Venom	**Can drain stamina with certain attacks**	X		
Wild Bringer	**Travels the world with a leopard companion**	X		

ASSASSIN'S CREED ODYSSEY

Overview

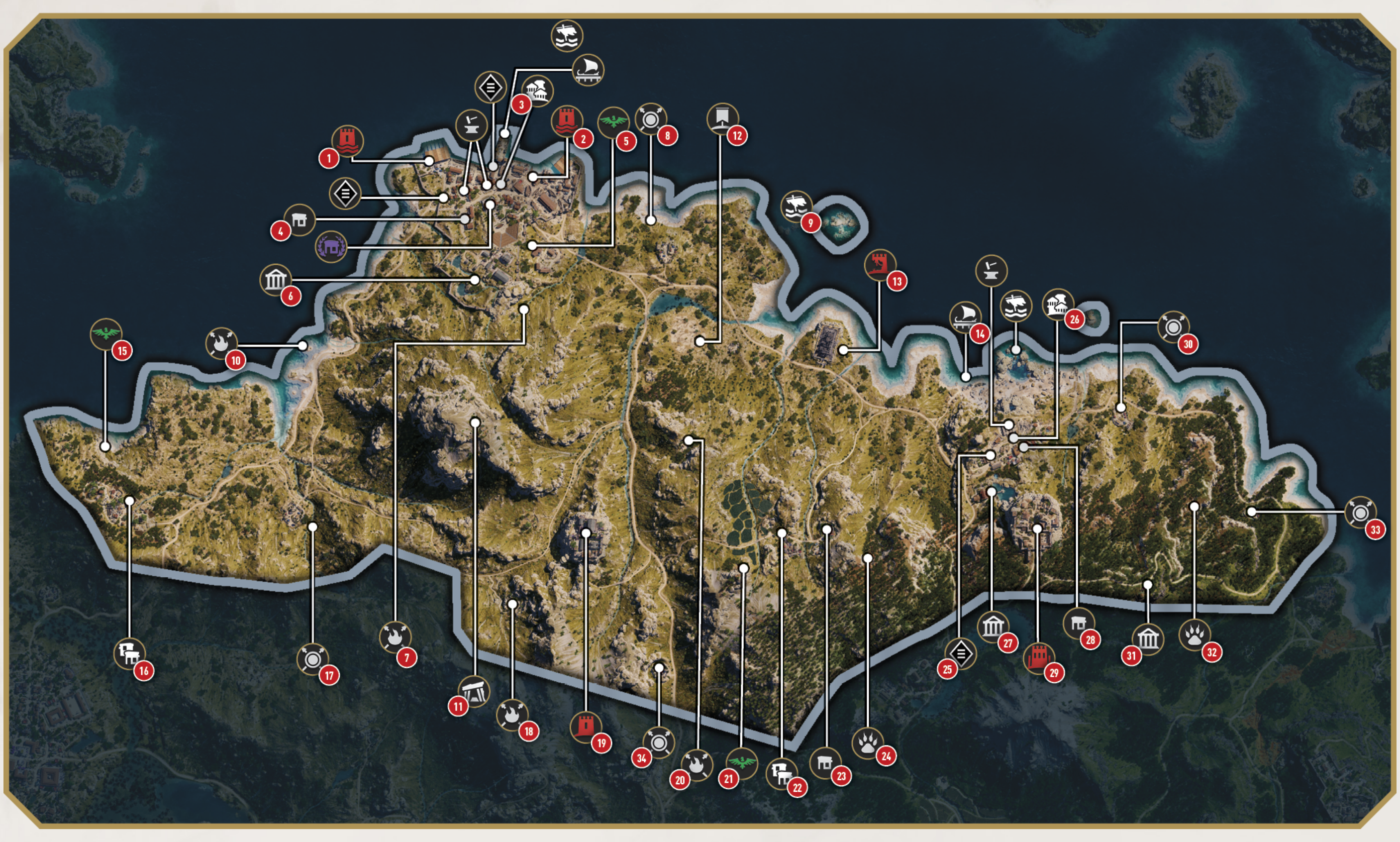
The atlas illustrates 38 regions of ancient Greece as they appear on the in-game map. We have marked and labeled all the locations including viewpoints, cities, villages, sanctuaries, ship docks, temples, blacksmiths, caves, underwater locations, tombs, animal dens, camps, quarries, military camps, battlegrounds, forts, ports, ruins, fortresses and mysterious sites. The corresponding icons match up with the maps for easy identification. We've also provided approximate enemy levels for each given regions so you can determine the recommended level you should reach before attempting to explore the regions.


MAKEDONIA
MALIS
THASOS
LESBOS
LEMNOS
KEPHALLONIA ISLANDS
PHOKIS
LOKRIS
EUBOEA
SKYROS
CHIOS
BOEOTIA
MEGARIS
ATTIKA
ANDROS
ACHAIA
KORINTHIA
ELIS
KEOS
SAMOS
MYKONOS
DELOS
ARKADIA
ARGOLIS
SERIPHOS
HYDREA
PAROS
NAXOS
MESSENIA
KOS
LAKONIA
MELOS
THERA
ANAPHI
NISYROS
MESSARA
PEPHKA
KYTHERA ISLAND

LEGEND
Animal Dens
Battlegrounds
Blacksmiths
Camps
Caves
Cities
Fortresses
Forts
Military Camps
Mysterious Sites
Ports
Quarries
Ruins
Sanctuaries
Ship Docks
Temples
Tombs
Underwater Locations
Villages

ACHAIA

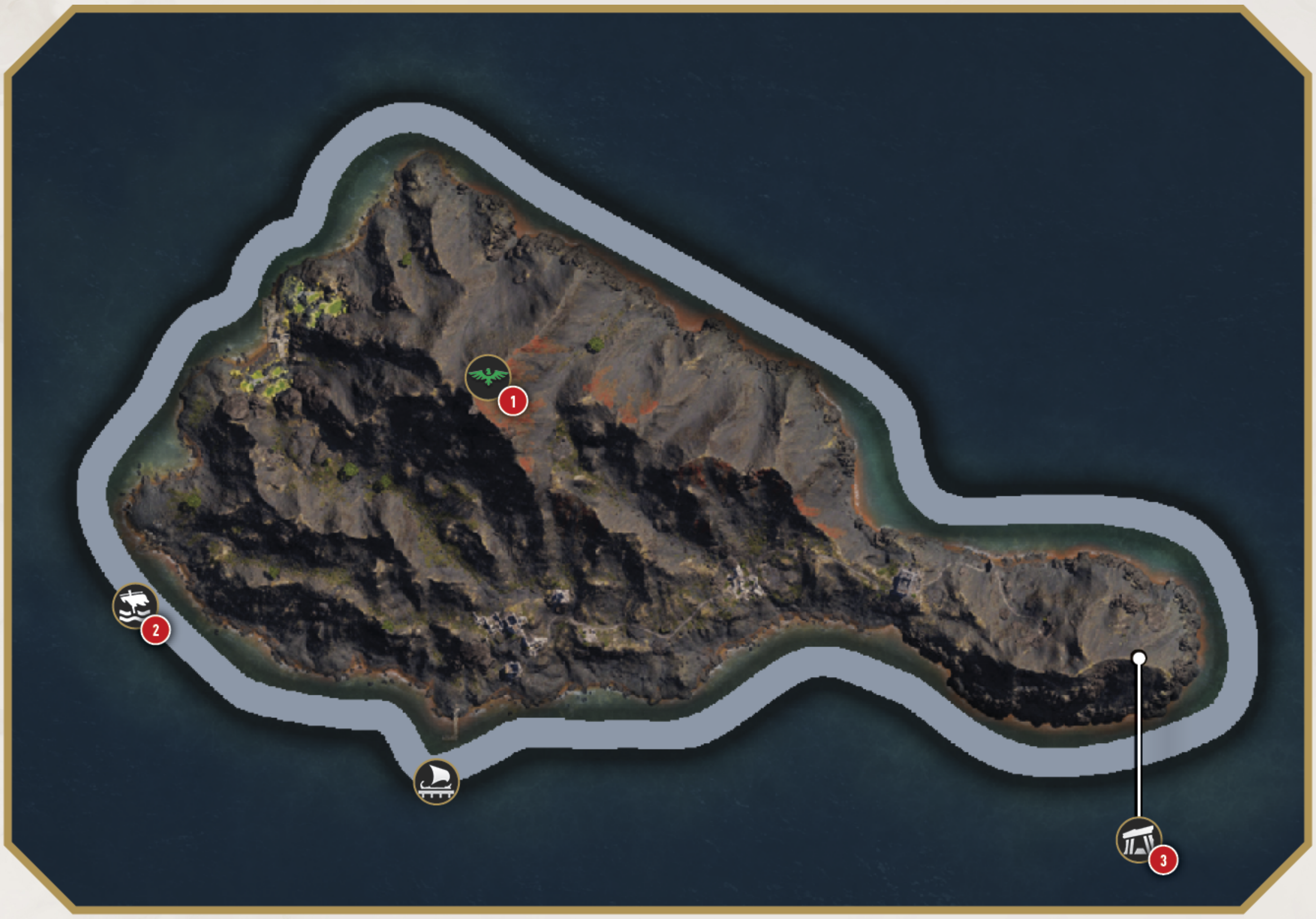
ENEMY LEVEL: 42-46



1	Shipyard of Patrai
2	Patrai Military Shipyard
3	Patrai
4	Bouleuterion of Patrai
5	Temple of Zeus
6	Temple of Artemis Laphria
7	Ladas Bandit Camp
8	Panormos Military Camp
9	Sunken Temple of Demeter
10	Kallirhoe Bandit Camp
11	Tomb of Eurypylos
12	Battleground of Achaia
13	Ruins of Helike
14	Shipwreck Cove
15	Ionian Watch
16	Dyme
17	Mount Skollis Military Camp
18	Hecatombeaon Bandit Camp
19	Teichos of Herakles
20	Artemis Trikalaria Camp
21	Watchtower
22	Boura
23	House of the Phoenician
24	Bear Den
25	Statue of Poseidon
26	Pellene
27	Temple of Poseidon
28	Pellene Tavern
29	Olouros Fortress
30	Aristonautai Military Camp
31	Sanctuary of Poseidon
32	Wolf Den
33	Pallas Military Camp
34	Langon Military Camp

ANAPHI

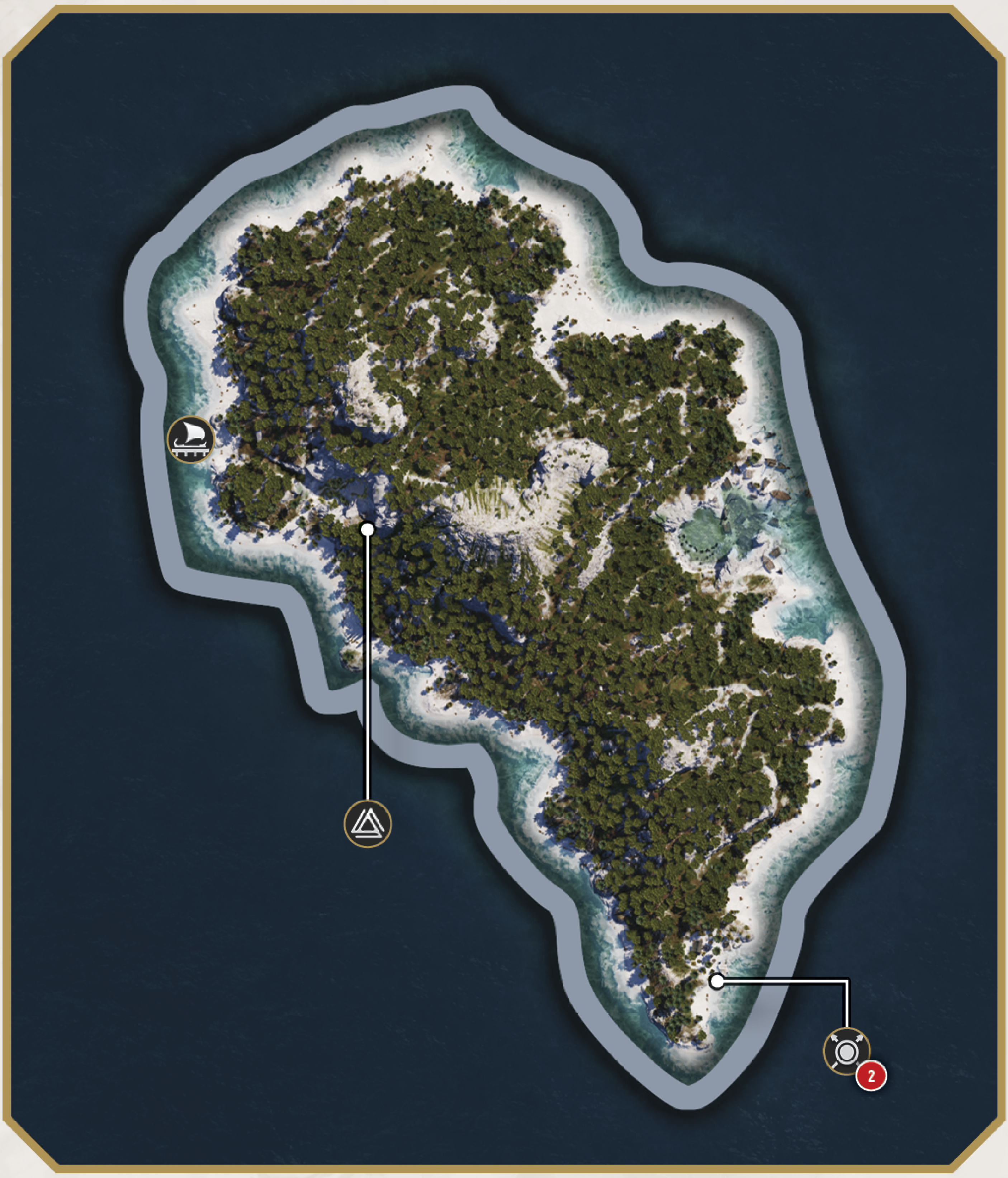
ENEMY LEVEL: 27



1	**Mount Bigla**
2	**Anaphi Shipwreck**
3	**Drakontospilo**

ANDROS

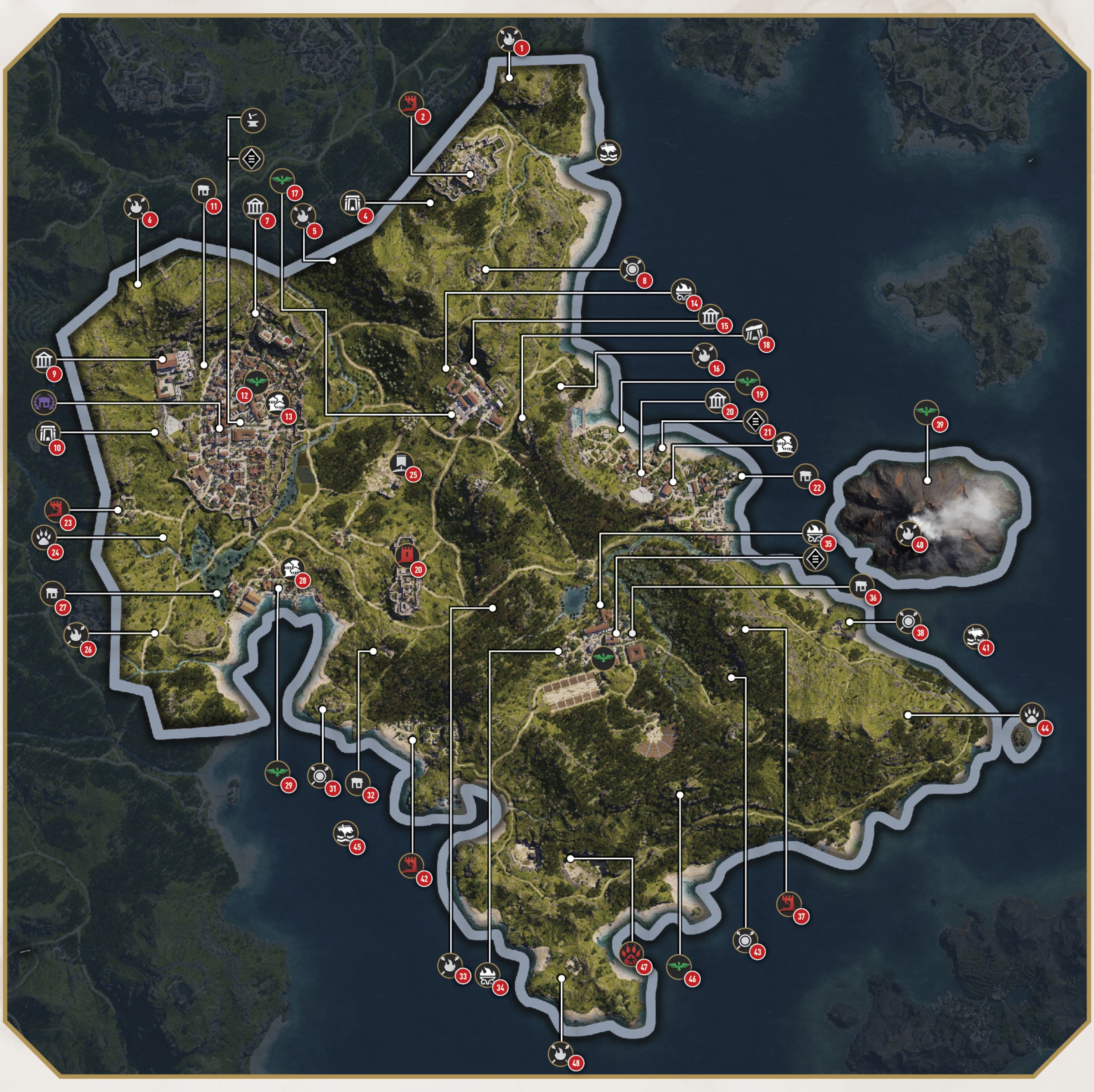
ENEMY LEVEL: 13



1	Ancient Forge
2	Beach Encampment

ARGOLIS

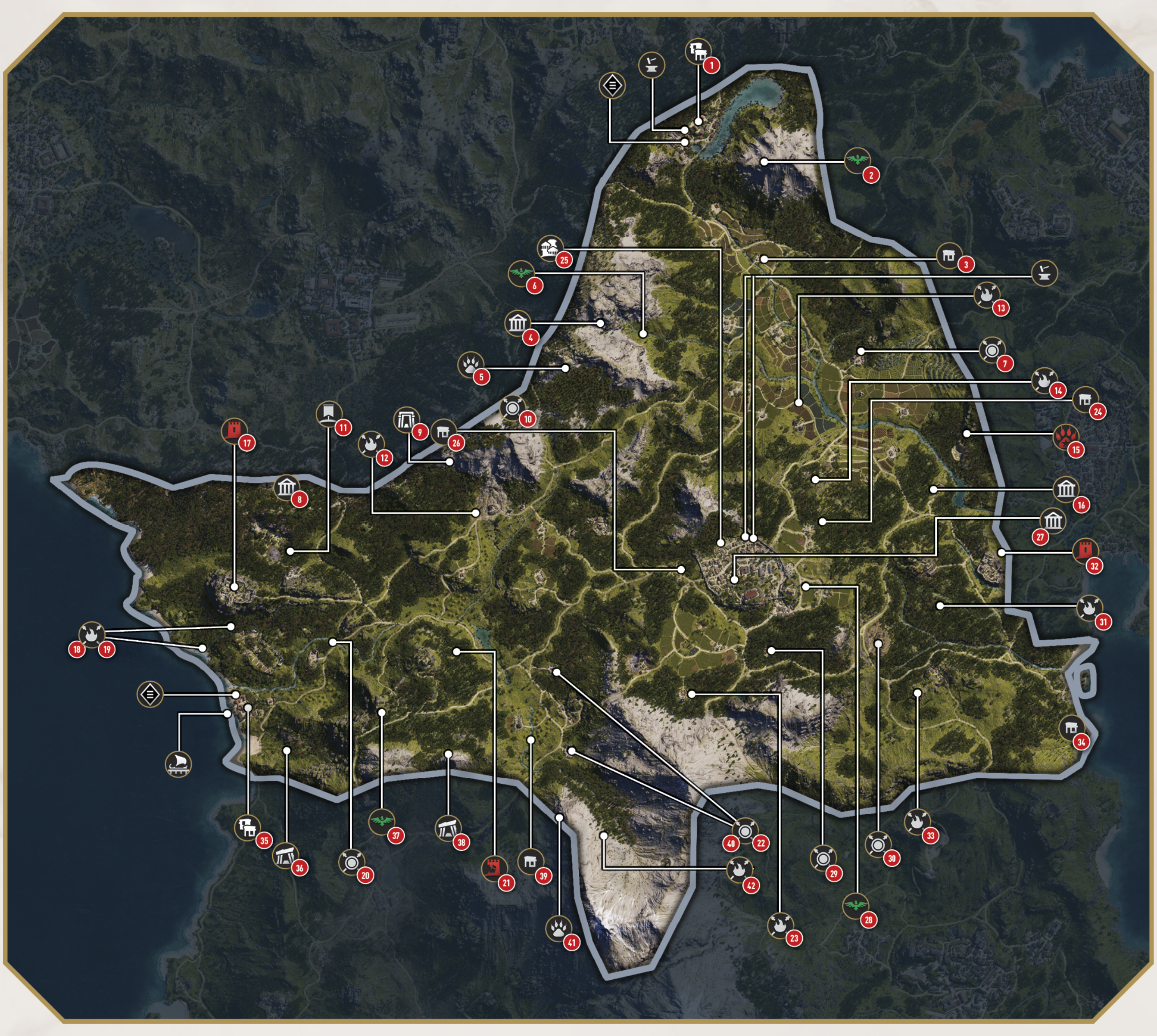
Enemy Level: 18-22



1	Hypermnestra Camp
2	Mycenae
3	Phoibean Lagoon
4	Agamemnon's Tomb
5	Panoptes the Forest Guardian
6	Depleted Silver Mine
7	The Bloody Oracle
8	Phleious Military Camp
9	Akropolis of Argos
10	Pheidon's Tomb
11	Chremata House
12	Temple of Poseidon
13	Argos
14	Heraion of Argos
15	Heraion of Argos
16	Bronze Club of Periphetes
17	Sanctuary of Hera
18	Cave of Pan
19	Epidauros Temple
20	Epidauros Akropolis
21	Epidauros
22	Eristenea House
23	Palace of Hippomedon
24	Learna Swamp
25	Battleground of Argolis
26	Old Battlefield
27	Nauplia Shipshed
28	Nauplia
29	Nauplia Harbor
30	Fort Tiryns
31	Elektryon Military Camp
32	Tydeus's Lair
33	Danaides Camp
34	Sanctuary of Asklepios
35	Epidauros Sanctuary
36	Guesthouse
37	Club of Herakles
38	Saron Military Camp
39	Foundry of Hephaistos
40	The Depth of the Forge
41	Aigisthos Palace
42	Asine Ruins
43	Troezen Military Camp
44	Cave of Danaos
45	Nereides Monument
46	SIght of Perseus
47	Nemean Lion
48	Chariot of Hippolytos

ARKADIA

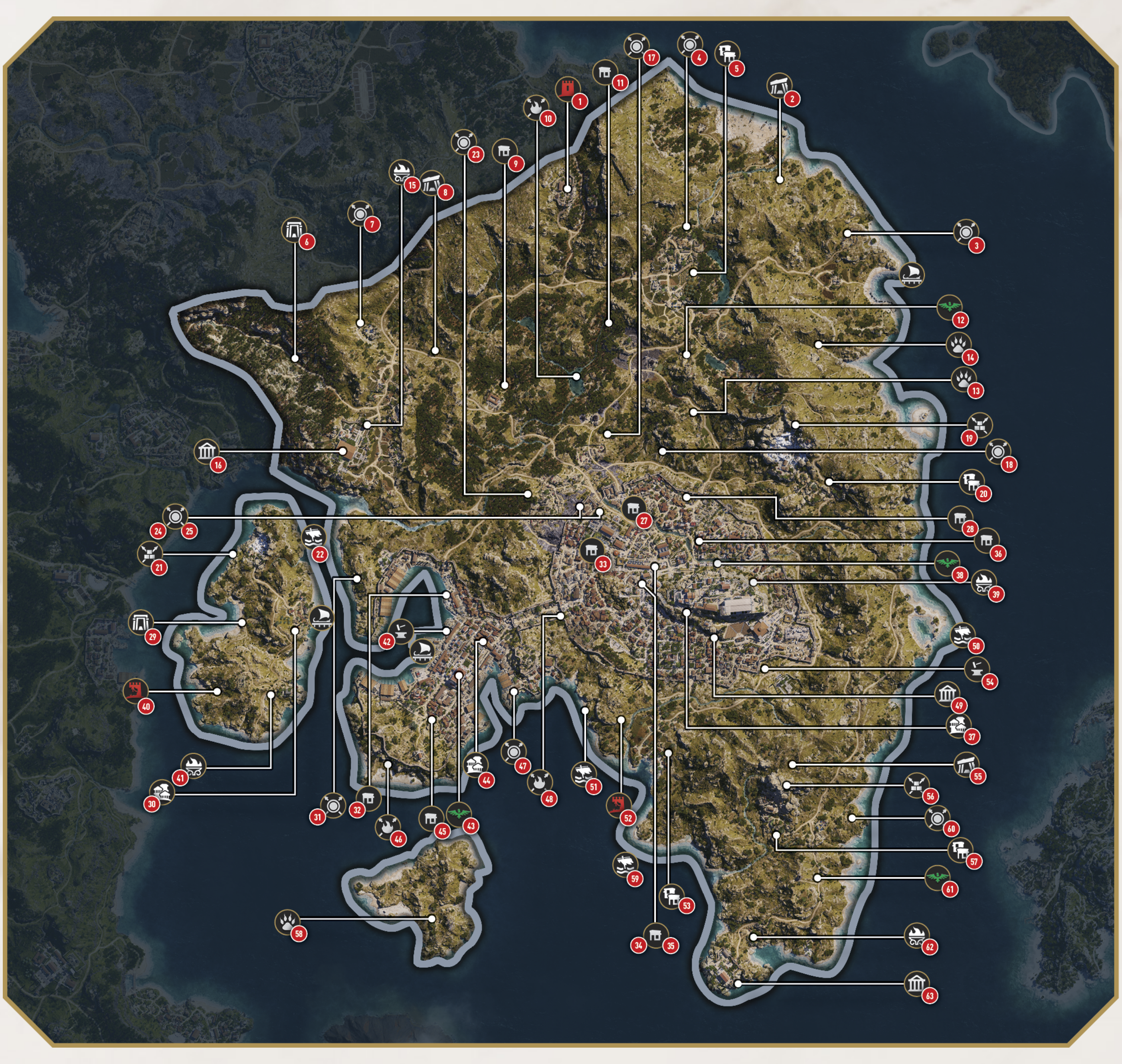
ENEMY LEVEL: 33-37



1	Stymphalos
2	Stymphalos Armored Bird
3	Deserted Farm
4	Waterfall of Styx
5	Den of Lykaon
6	Elikia Peak
7	Agemetor Military Camp
8	Temple of Apollo
9	Tomb of the Daughter of Atlas
10	Teuthis Camp
11	Battleground of Arkadia
12	Landslide Bandits
13	Burned Farm
14	The Scorched Tree
15	Constellation of Kallisto
16	Asymmetrical Temple
17	Fort Samikon
18	Arrachion Jetty
19	Arrachion Camp
20	River Camp
21	Origins of the Karyatids
22	Methudrion Military Camp
23	Untilled Plains
24	Archon's Safe House
25	Tegea
26	Tegea Barracks
27	Sanctuary of Demeter and Kore
28	Sanctuary of Athena Polias
29	Echemos Camp
30	Kepheus Camp
31	Abandoned Hunting Camp
32	Fort of Arkas
33	Telephos Bandit Camp
34	Smuggler's Port
35	Phigaleia Fishing Port
36	Grotto of Pan
37	Lykosoura Ruins
38	Madness Cave
39	Lost Horse of Odysseus
40	Helisson Camp
41	Bear Den
42	Artemis's Hunting Grounds

ATTIKA

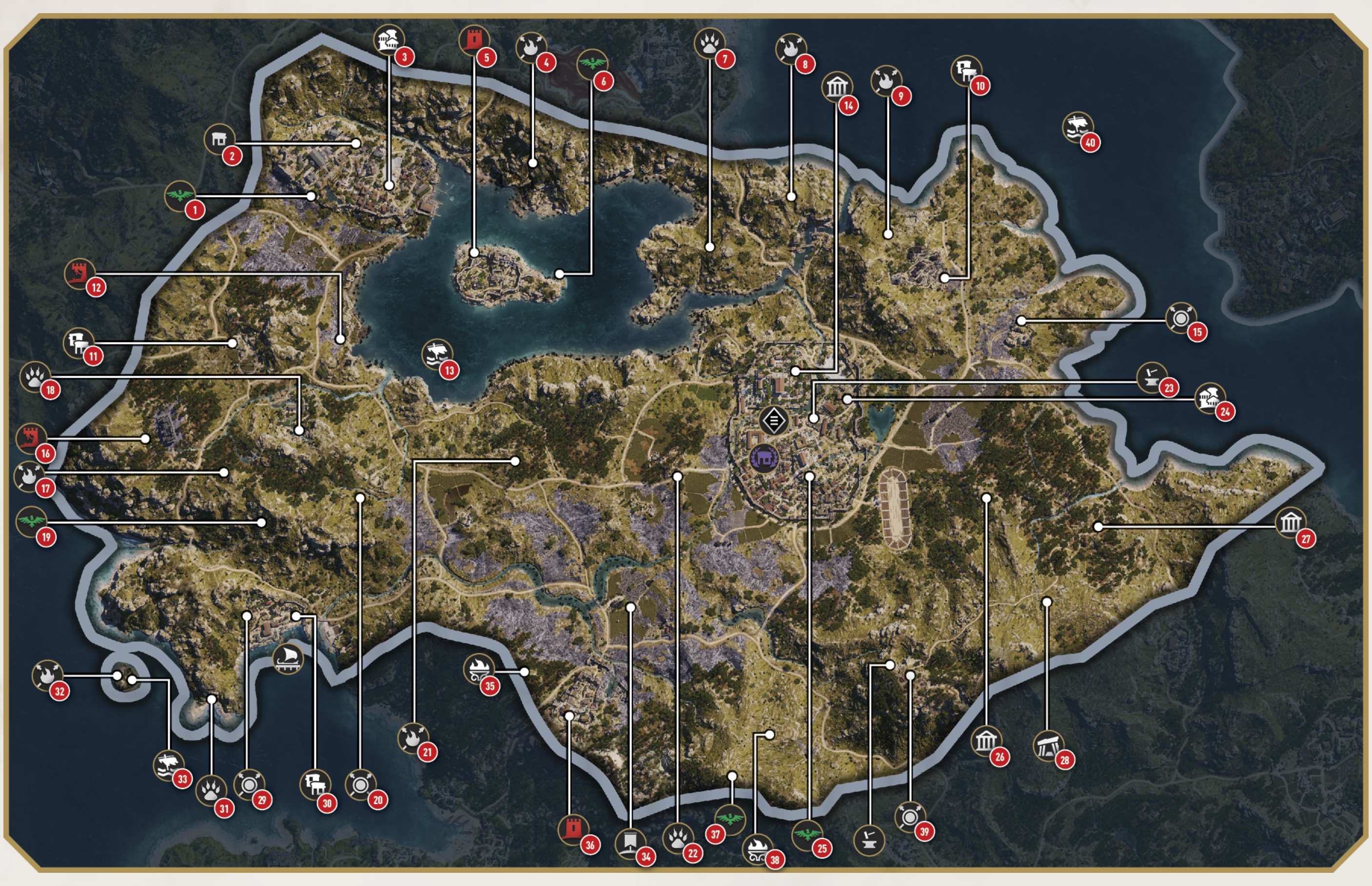
ENEMY LEVEL: 15-19



1	Fort Phyle
2	Cave of Pan
3	Rhamnous Military Camp
4	Camp Dekelia
5	Dekelia
6	Tomb of Eteokles
7	Anthemokritos Camp
8	Entrance to the Underworld
9	Altar of Love
10	Phedrea Camp
11	Burned Farm
12	Altar to Zeus
13	Parnes Hunting Grounds
14	Cave of the Many Lions
15	Sanctuary of Eleusis
16	Eleusis Telesterion
17	Odomantian's Spartan Camp
18	North Wall Breach
19	Mt. Pentelikos Marble Quarry
20	Mt. Pentelikos Village
21	Salamis Marble Quarry
22	Ariabignes Shipwreck
23	Acharnai Military Camp
24	Weapon Storage
25	Temple of Hephaistos
26	Hermippos's Residence
27	House of Solon
28	Commercial Stoa
29	Mycenaean Tomb of Ajax
30	Salamis
31	Piraeus Naval Port
32	Choma Camp
33	Marble Workshop
34	Prison
35	Athens Mint
36	Logismos Building
37	Athens
38	Statue of Athena
39	Akropolis Sanctuary
40	Ruined Sanctuary of Ajax
41	Temple of Athena Skiras
42	Agora
43	Temple of Asklepios
44	Port of Piraeus
45	Piraeus Workshop
46	Manestheus Camp
47	Piraeus Civilian Port
48	Poor Market
49	Temple of Asklepios
50	Underwater Cavern
51	Phaleron Sunken Harbor
52	Burned Temple of Hera
53	Fishing Village
54	Textile Workshop
55	Silver Mine
56	Lavrio Silver Mine
57	Lavrio
58	Abandoned Camp
59	Vouliagmeni Sinkhole
60	Thoikos Military Camp
61	Tower of Sounion
62	Sanctuary of Sounion
63	Temple of Poseidon

BOEOTIA

ENEMY LEVEL: 34-38



1	Temple of Apollo
2	House of Pindar
3	City of Orchomenos
4	Astra's Training Grounds
5	Military Fort of Gla
6	Kopais Perch
7	The Bloodthirsty Fang
8	Melanippos's Camp
9	Bandit Raid
10	Mykalessos
11	Lebadeia
12	Tower of Askre
13	Ruins of Arne
14	Akropolis of Thebes
15	Potnies Military Camp
16	Temple of Athena Itonia
17	Sanctuary of the Muses
18	Cave of the Oracle
19	Standing Pillar
20	Training Camp
21	Maenad's Camp
22	Tomb of Menoikeus
23	Bouleuterion of Thebes
24	Thebes
25	Kadmeia
26	Tomb of Orion
27	Healing Sanctuary of Amphiaraos
28	Cave of Madness
29	Kreusis Military Camp
30	Port of Kreusis
31	Narkissos
32	Pirate Island
33	Alekto Shipwreck
34	Battleground of Boeotia
35	Sanctuary of Aphrodite
36	Fort of Plataia
37	Abandoned Watchtower
38	Sanctuary of Athena
39	Spartan Military Camp
40	Sunken Temple of Aphrodite

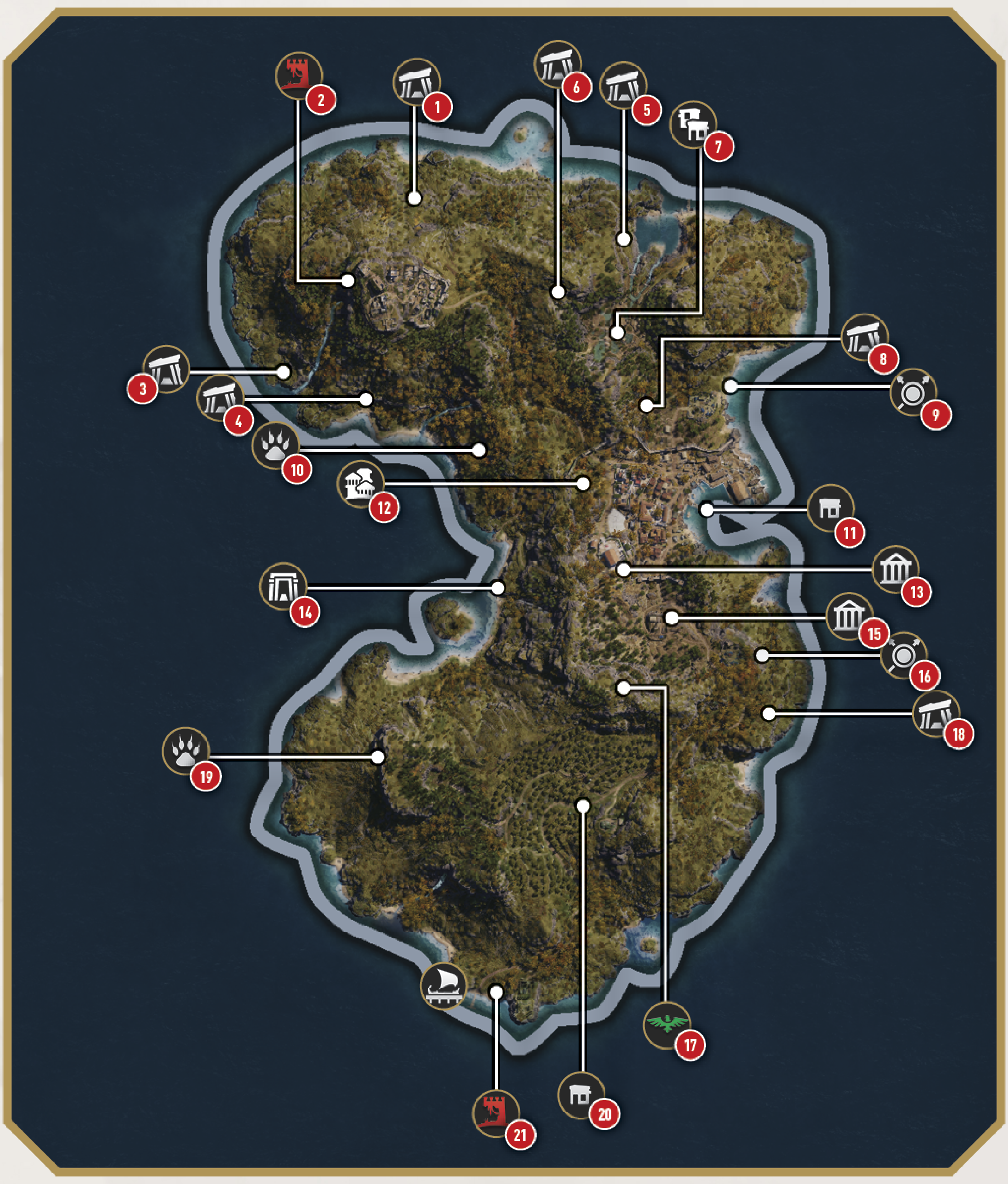
ASSASSIN'S CREED ODYSSEY

Atlas

Chios

CHIOS

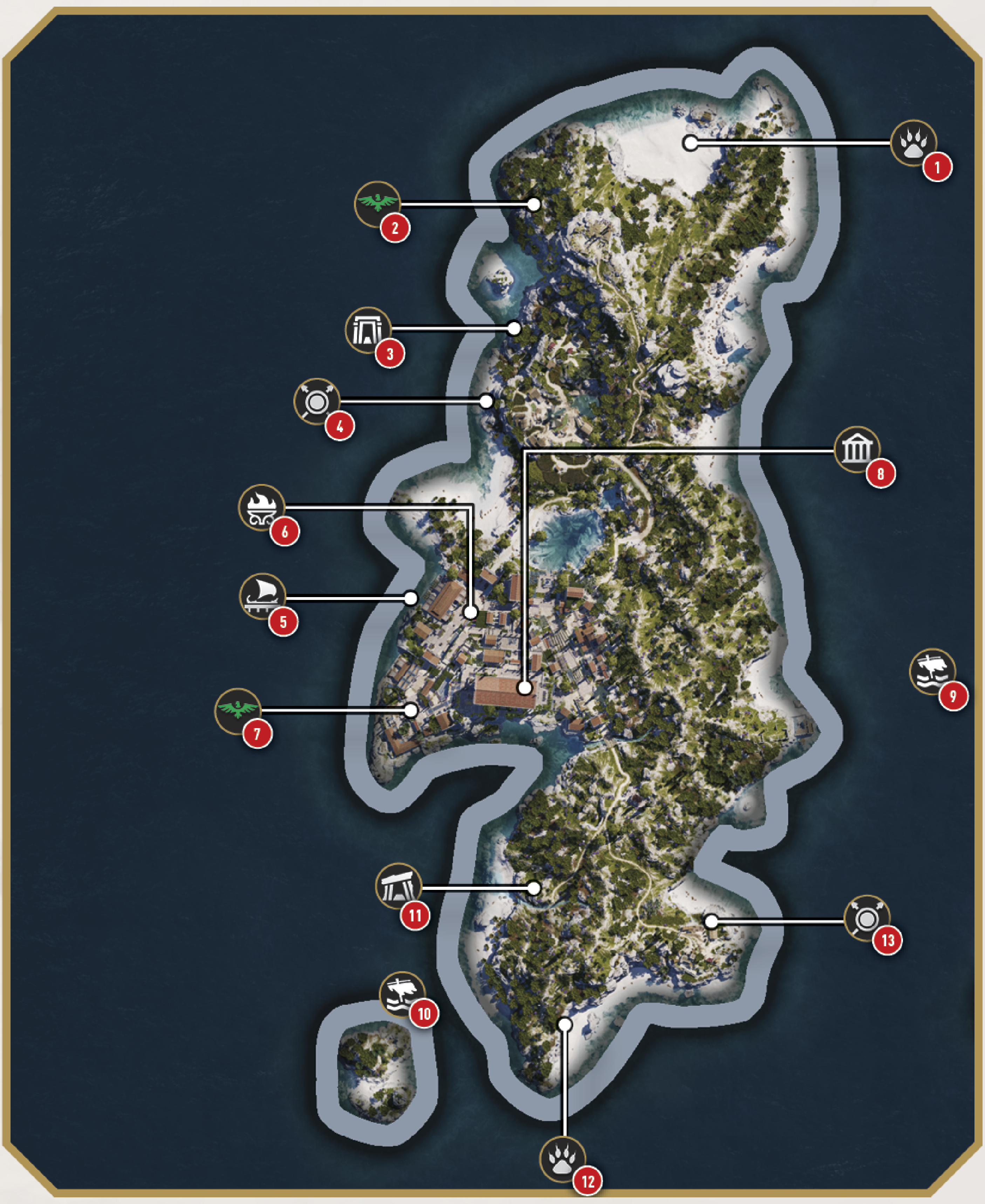
ENEMY LEVEL: 46-50



1	Pektyes Cavern
2	Anavatos Ruin
3	Harpagos Cave
4	Bolissos Cave
5	Cave of Potnia Theron
6	Artemis Cave
7	Huntress Village
8	Cave of Arktoi
9	Vrontados Outpost
10	Huntress Outpost Camp
11	Boupalos Shipyard
12	Chios
13	Poseidon Temple
14	Stony Sepulchre
15	Logging Camps
16	Antigenes Camp
17	Chios Cliff
18	Angelos Cave
19	Thieves' Cave
20	Mastic Farm
21	Ruined Temple of Athena Poliouchos

DELOS

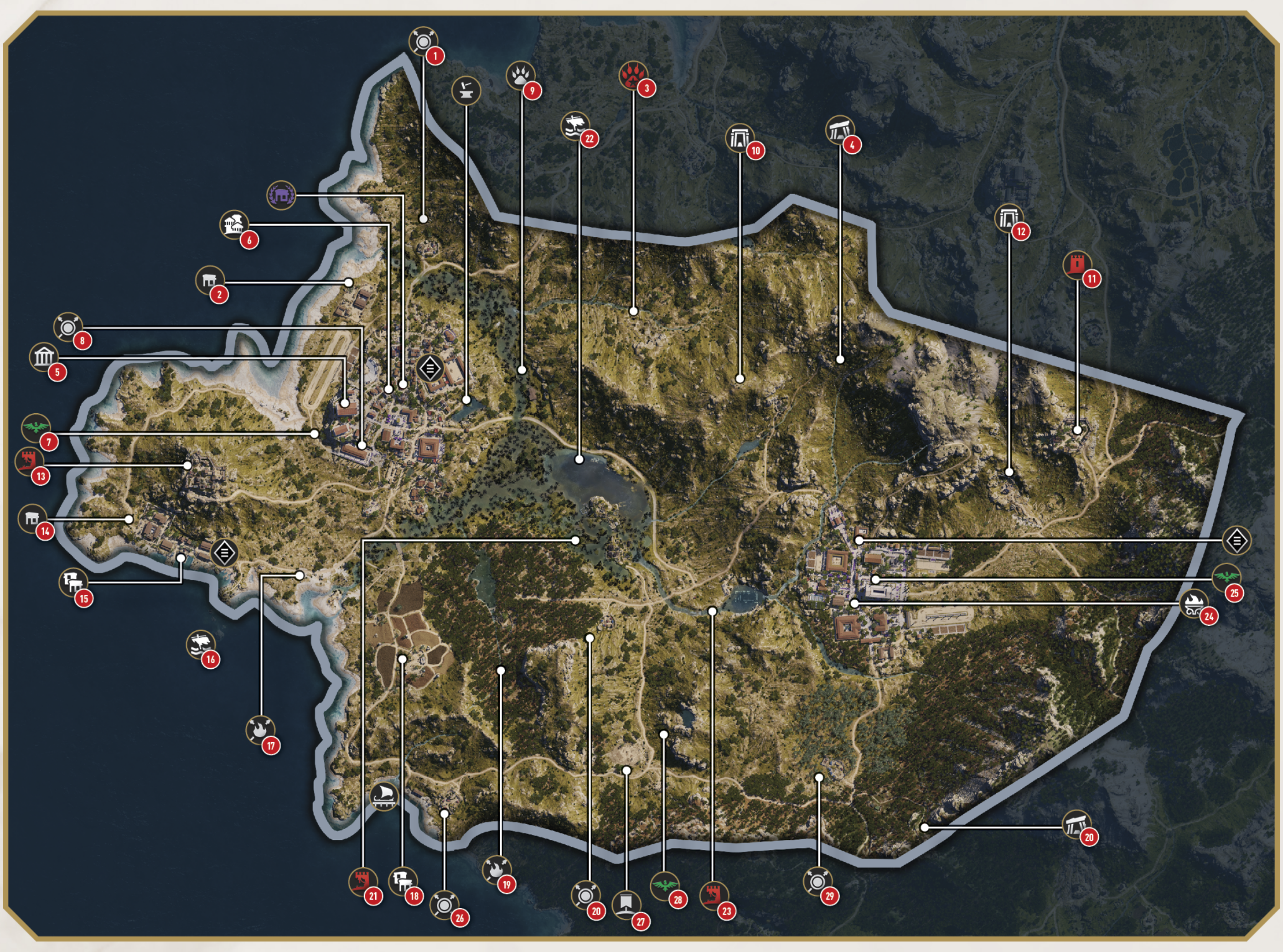
ENEMY LEVEL: 25-29



1	Lost Bear Den
2	Archegesion of Delos
3	Tomb of Brizo
4	Kynthos Ruins
5	Hestiatorion
6	Sanctuary of Apollo
7	Statue of Apollo
8	Grand Temple of Apollo
9	Ruins of the Sea People
10	Sunken Wreck of Datis
11	Shrine of Herakles
12	Lion's Den
13	Farm of Elais

ELIS

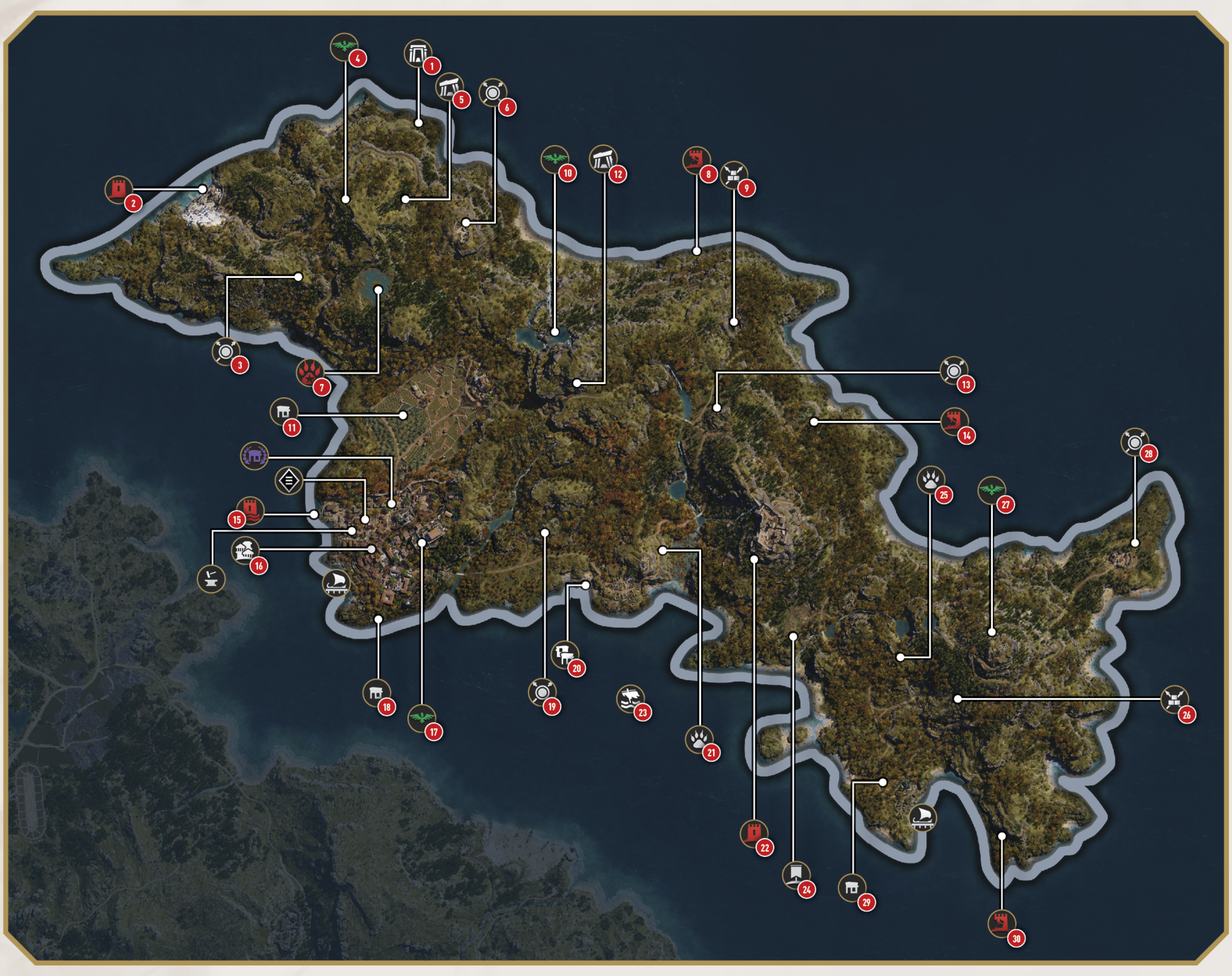
ENEMY LEVEL: 34-38



1	Peneios Camp
2	Stable of Ares
3	Erymanthian Boar
4	Idean Cave
5	Temple of Hades
6	Elis
7	Temple of Apollo
8	Treasury of Elis
9	Stable of Augeias
10	Tomb of the First Champion
11	Fort Koroibos
12	Destroyed House of Oinomaos
13	Demiurgi Fort
14	Kallias's Warehouse
15	Kyllene
16	Olympic Shipwreck
17	Quicksand Bay
18	Linou Farm
19	Dryad's Camp
20	Alpheios Camp
21	Dyspontion Ruins
22	Underwater Ruins of Dyspontion
23	Spring of Piera
24	Sanctuary of Olympia
25	Temple of Zeus
26	Nede Camp
27	Battleground of Elis
28	Ikaros's Nest
29	Endymion Camp
30	Cave of Ionides

EUBOEA

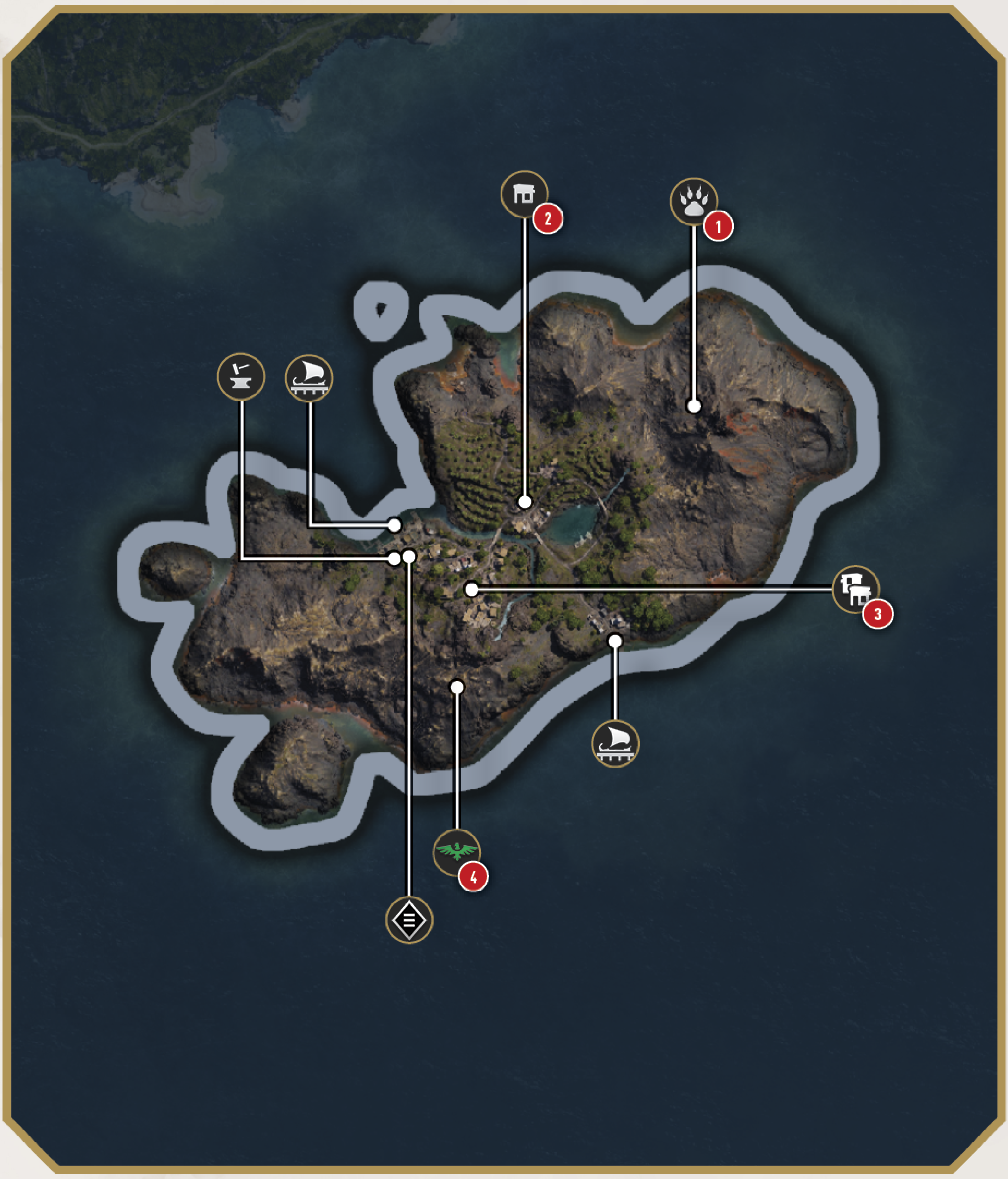
Enemy Level: 12-16



1	Artemision Tomb
2	Oreos Quarry
3	Simia Checkpoint
4	Istiaia Peak
5	Northern Cave
6	Krios Camp
7	Kind of Keryneia
8	Seaside Altar
9	Abandoned Mine
10	Dirfi Peak
11	Chalkis Farm
12	Katarraktes Cave
13	Gimno Outpost
14	Apollo Temple
15	Chalkis Warehouse
16	Chalkis City
17	Poseidon Temple
18	Slave Market
19	Gongylos Camp
20	Eretria
21	Fog Marsh
22	Dystos Fort
23	Smuggler's Shipwreck
24	Battleground of Abantis Island
25	Hera Lake
26	Copper Mine
27	Temple of Artemis Amarysia
28	Prinia Outpost
29	Karystos Dock
30	Altar of Poseidon

HYDREA

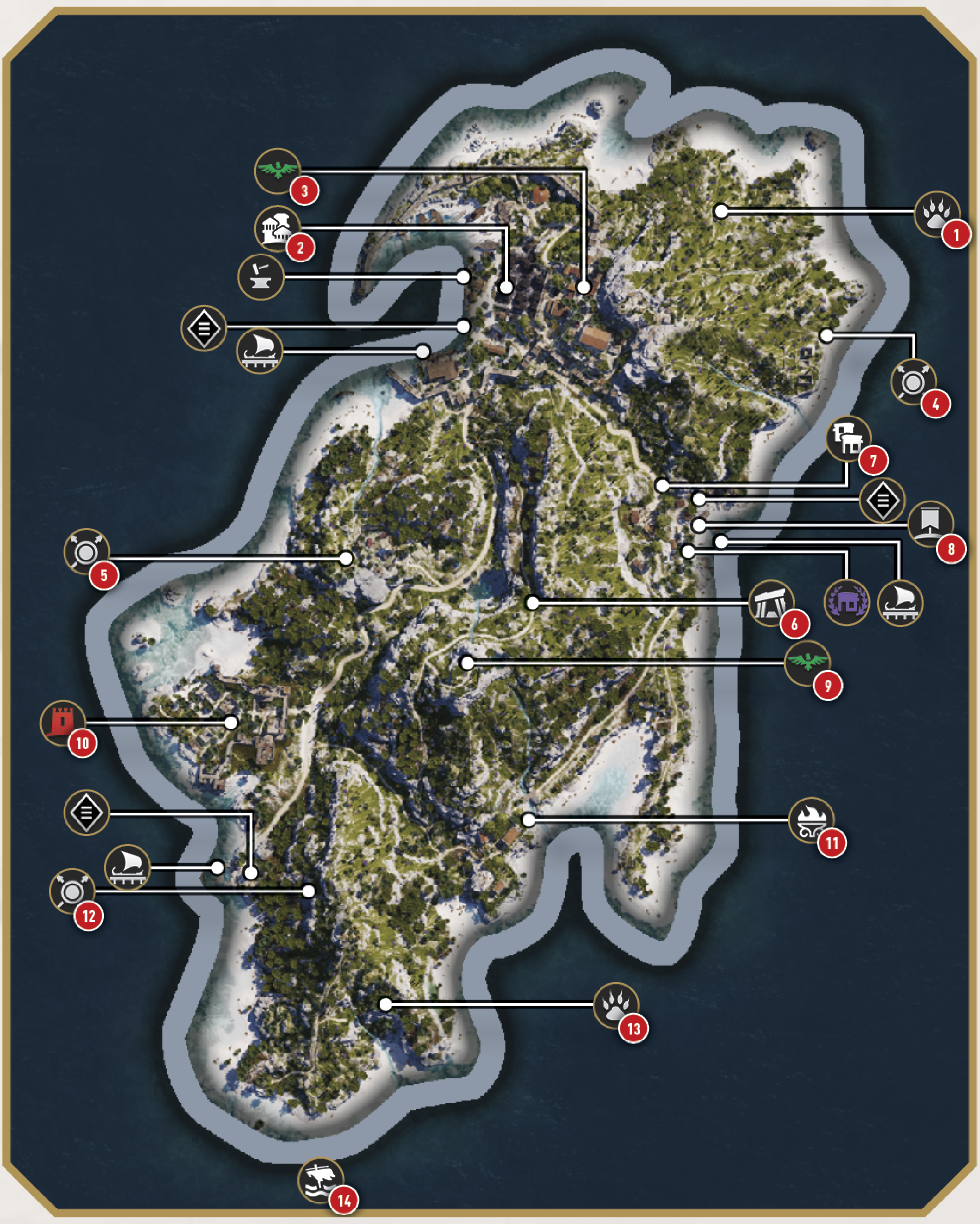
Enemy Level: 18-20



1	Hermit's Summit
2	Hydrea Apple Farm
3	Small Settlement
4	Lover's Leap

KEOS

ENEMY LEVEL: 17-19



1	Cave of the Lion
2	Koressia
3	Temple of Athena Medusia
4	Northeastern Ruins
5	Military Camp of Ioulis
6	Cave of Ares
7	Poiessa Village
8	Battleground of Pirate Islands
9	Reclining Lion
10	Koressia Fort
11	Akropolis of Karthaia
12	Forgotten Watchtower
13	Growling Cave
14	Submerged Minoan Palace

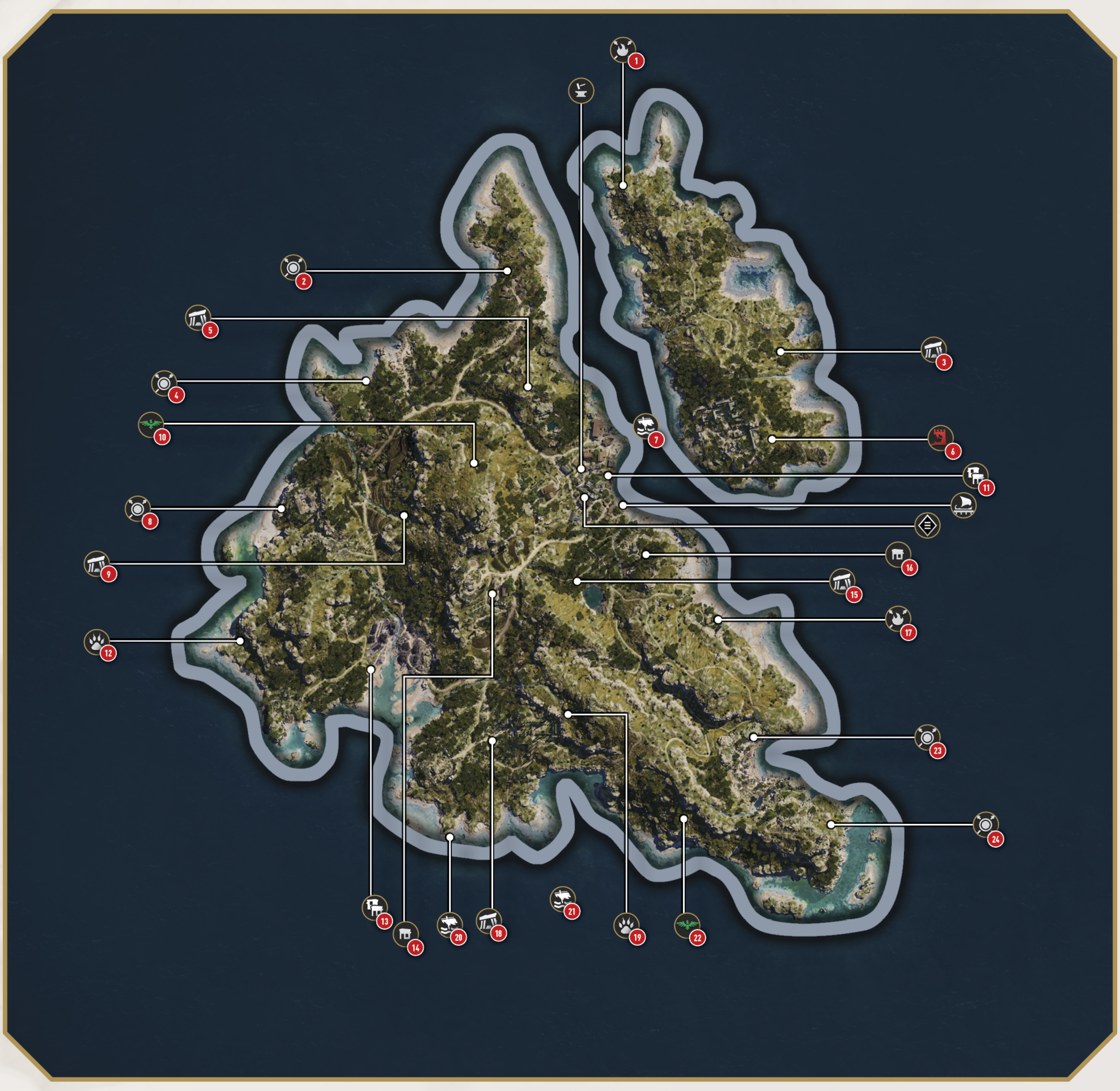
ASSASSIN'S CREED ODYSSEY

Atlas

Kephallonia Island

KEPHALLONIA ISLAND

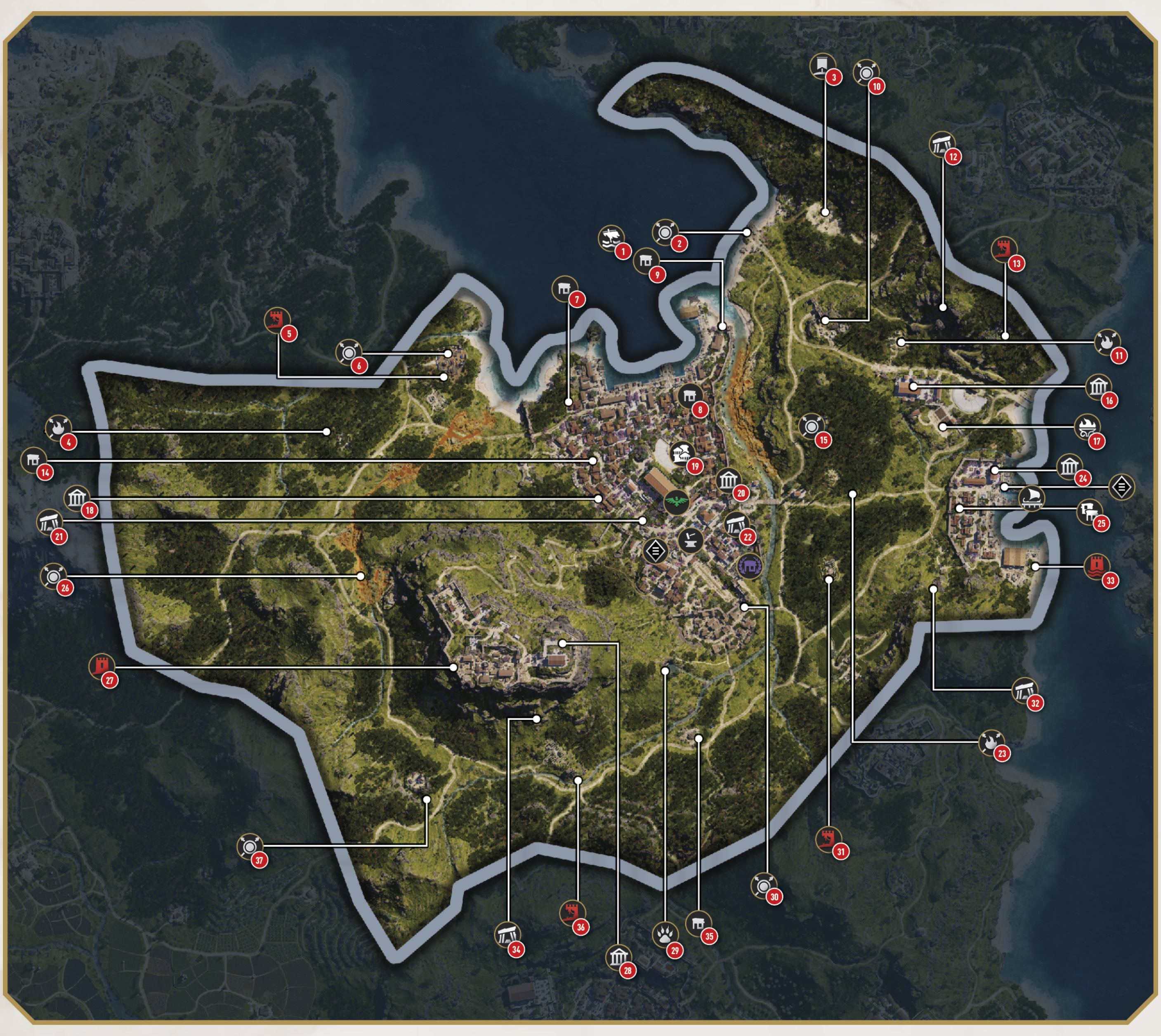
ENEMY LEVEL: 1-5



1	Bandit Camp
2	Lumberyard
3	Cave of the Nymphs
4	Lumber Shipyard
5	Melissani Cave
6	Odysseus's Palace
7	Ktesipos's Shipwreck
8	Cyclops's Lair
9	Aggalaki Cave
10	Lightning Zeus
11	Sami
12	Wolf Cavern
13	Village of Kausos
14	Markos's Vineyard
15	Drogarati Cave
16	Abandoned House
17	Ktimene Beach
18	Cave of Tethys
19	Temple of Zeus Chthonios
20	Wreckage of the Lost Bandit
21	Islet of Zeus
22	Star Observatory
23	Kleptous Bay
24	Kleptous Lookout

KORINTHIA

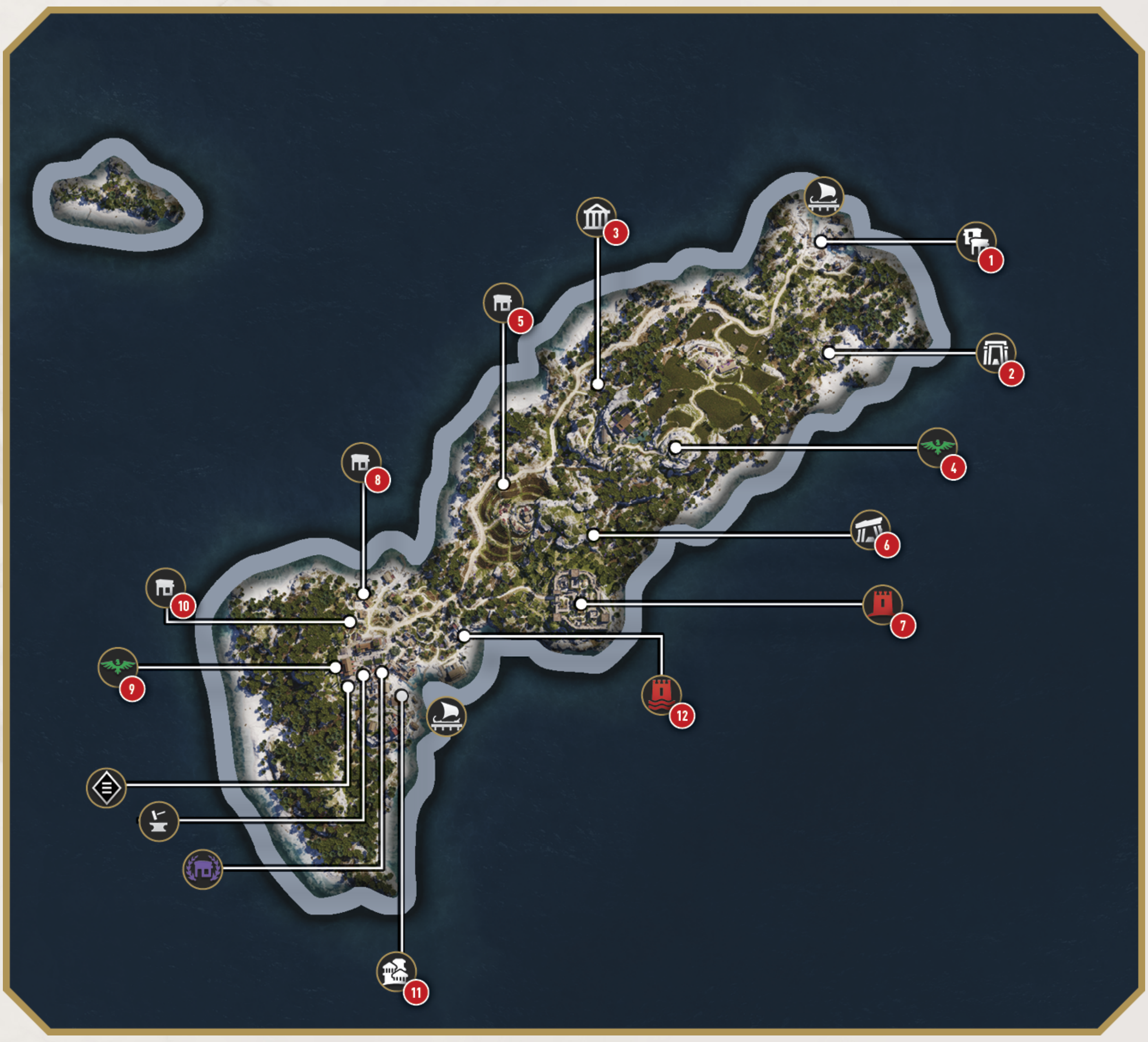
ENEMY LEVEL: 19-23



1	Prototype Trireme of Ameinokles
2	Diolkos West Ramp
3	Battleground of Korinthia
4	Medea Camp
5	Ruined Temple of Apollo
6	Kypselos Camp
7	Pottery Workshop
8	Lechaion Goods Warehouse
9	The Monger's Warehouse
10	Wall of Nikias
11	Erikis Camp
12	Gave of Sisyphos
13	Altar of teh Cyclops
14	Abron House
15	Miltary Camp
16	Temple of Poseidon
17	Sanctuary of Isthmia
18	Akropolis Treasury
19	Korinth
20	Temple of Apollo
21	Sacred Cave
22	Stoa
23	Lais Camp
24	Temple of Aphrodite
25	Port of Kechries
26	Hyperbios Camp
27	Akrokorinth Fort
28	Temple of Aphrodite
29	Cave of the Dead Wolves
30	Collapsed Wall Guardians
31	Ruined Temple of Zeus
32	Dibutades Cave
33	Sea Captain Dock
34	Shrine of Ares
35	Phaia's Pig Farm
36	Kephisos's Sanctuary Ruins
37	Alkyoneus Camp

KOS

Enemy Level: 26-31



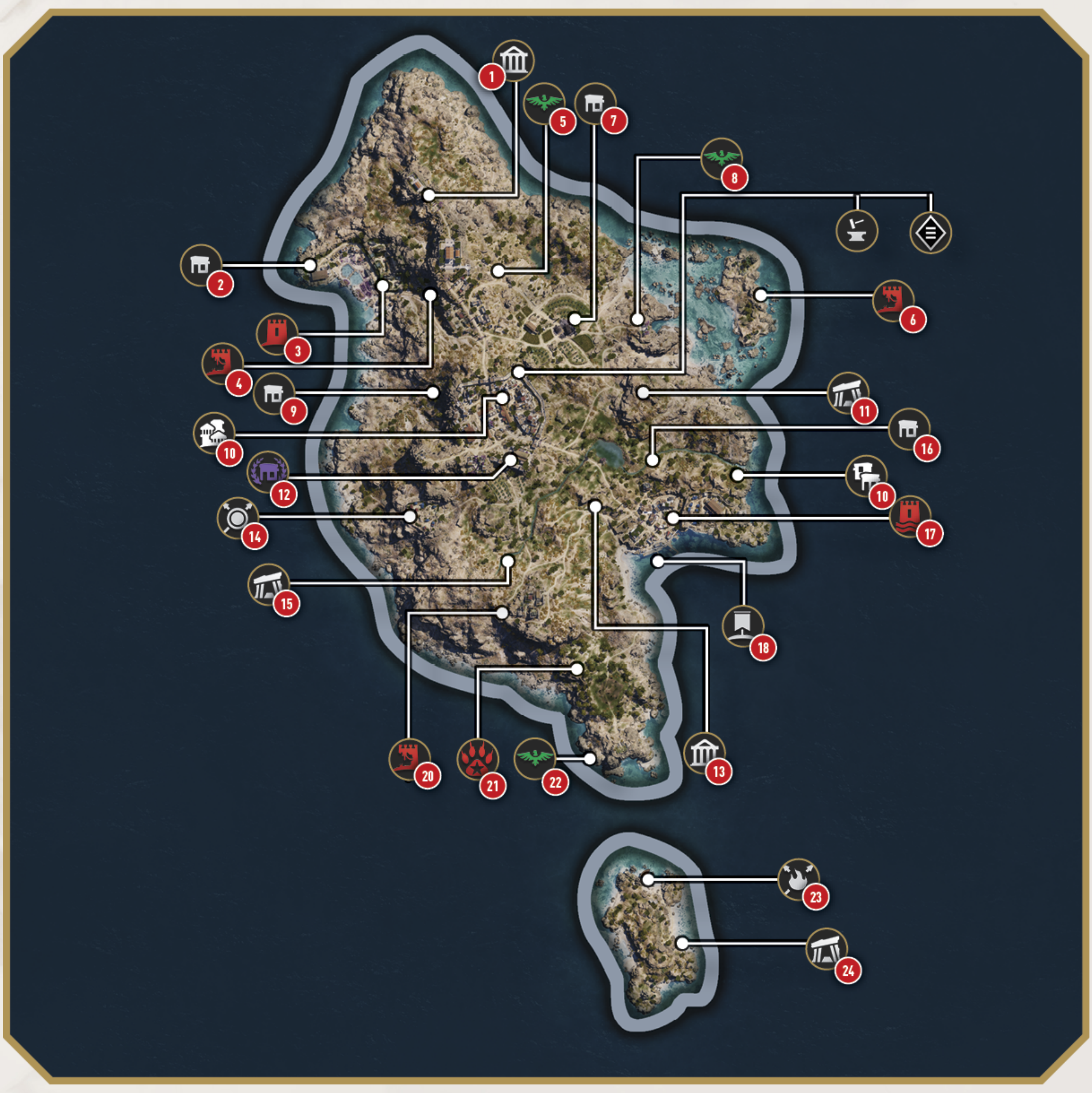
1	Herb Fishing Village
2	Tomb of Polybotes
3	Apollo Sanctuary
4	Altar of Apollo
5	Aion Vineyard
6	Sphongos Cave
7	Artemisia Fort
8	Kos Herb Fields
9	Asklepios Temple
10	Hippokratic School of Medicine
11	Astypalia City
12	Kos Port

Atlas

Kythera Island

KYTHERA ISLAND

ENEMY LEVEL: 35-39



1	Altar of Aphrodite
2	Murex Dyeing Facility
3	Murex Fort
4	Temple of Aphrodite
5	Aphrodite's Retreat
6	Diakofti Ruins
7	Olive Farm
8	Aphrodite's Beauty
9	Kythera Treasury
10	Kythera Town
11	Hermit's Cave
12	Kythera Guesthouse
13	Shrine of Fates
14	Autokles Military Camp
15	Hunter's Cave
16	Skandeia Treasury
17	Skandeia Harbor
18	Battleground of Kythera Island
19	Phoinikeos Customs Warehouse
20	Mycenaean Ruins
21	Krokottas's Den
22	Sacrificial Altar
23	Shipwreck Campsite
24	Ogylos Cave

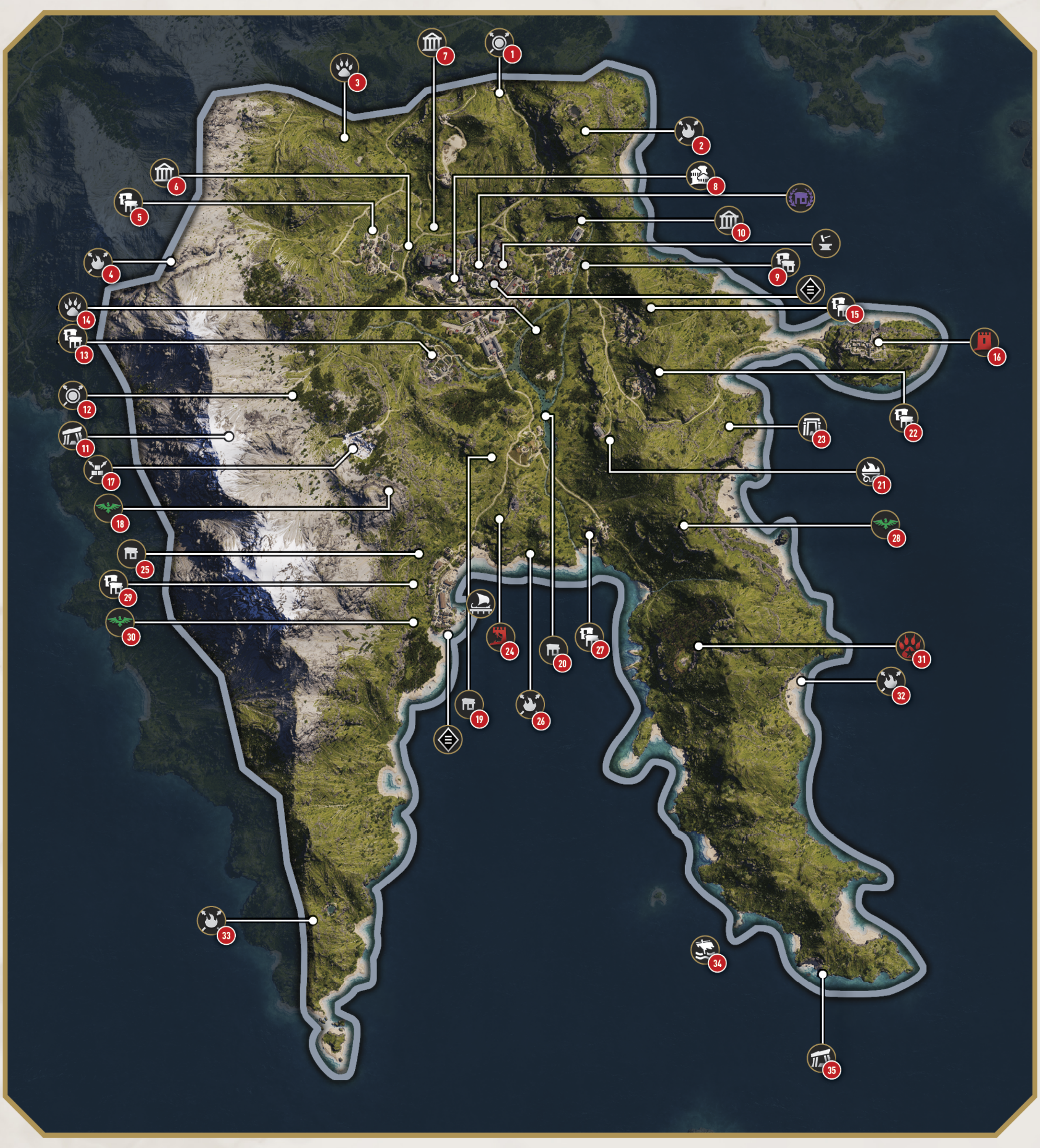
ASSASSIN'S CREED ODYSSEY

Atlas

Lakonia

LAKONIA

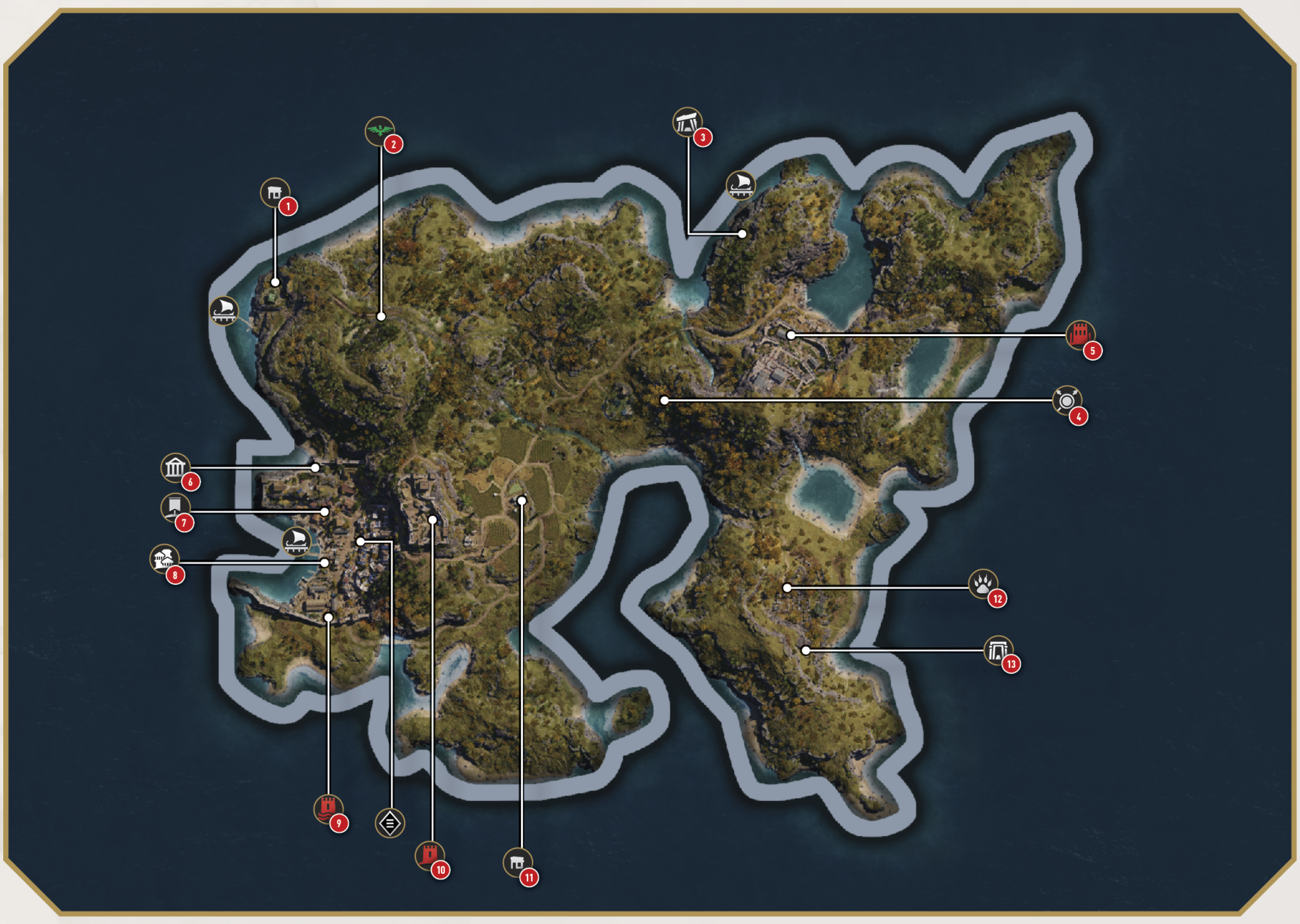
Enemy Level: 32-36



1	Sanctuary of Achilles
2	Lake Poseidon
3	Lair of the Wolves
4	Laganda Pass
5	Pitana
6	Temple of Athena
7	Temple of Athena Chalkioikos
8	Sparta
9	Limnai
10	Temple of Artemis Orthis
11	Cave of Sorrows
12	Paidiskoi Camp
13	Mesoa
14	Boar Fighting Club
15	Geronthai
16	Fort of Praisai
17	Gorani Marble Quarry
18	Taygetos Overlook
19	Amyklai Farm
20	Amyklai Blacksmith
21	Menelaion
22	Akriai
22	Tomb of the Forgotten Hero
23	Burned Temple of Apollo
24	Oplopoiike Warehouse
25	Altar of the Dioskouroi
26	Krokeai
27	Helot Lookout
28	Village of Gytheion
29	Bytheion Watchtower
30	Lykaon Wolf
31	Pirate Beach
32	Pond of Tainaros
33	Pavlopetri
34	Cave of Poseidon

LEMNOS

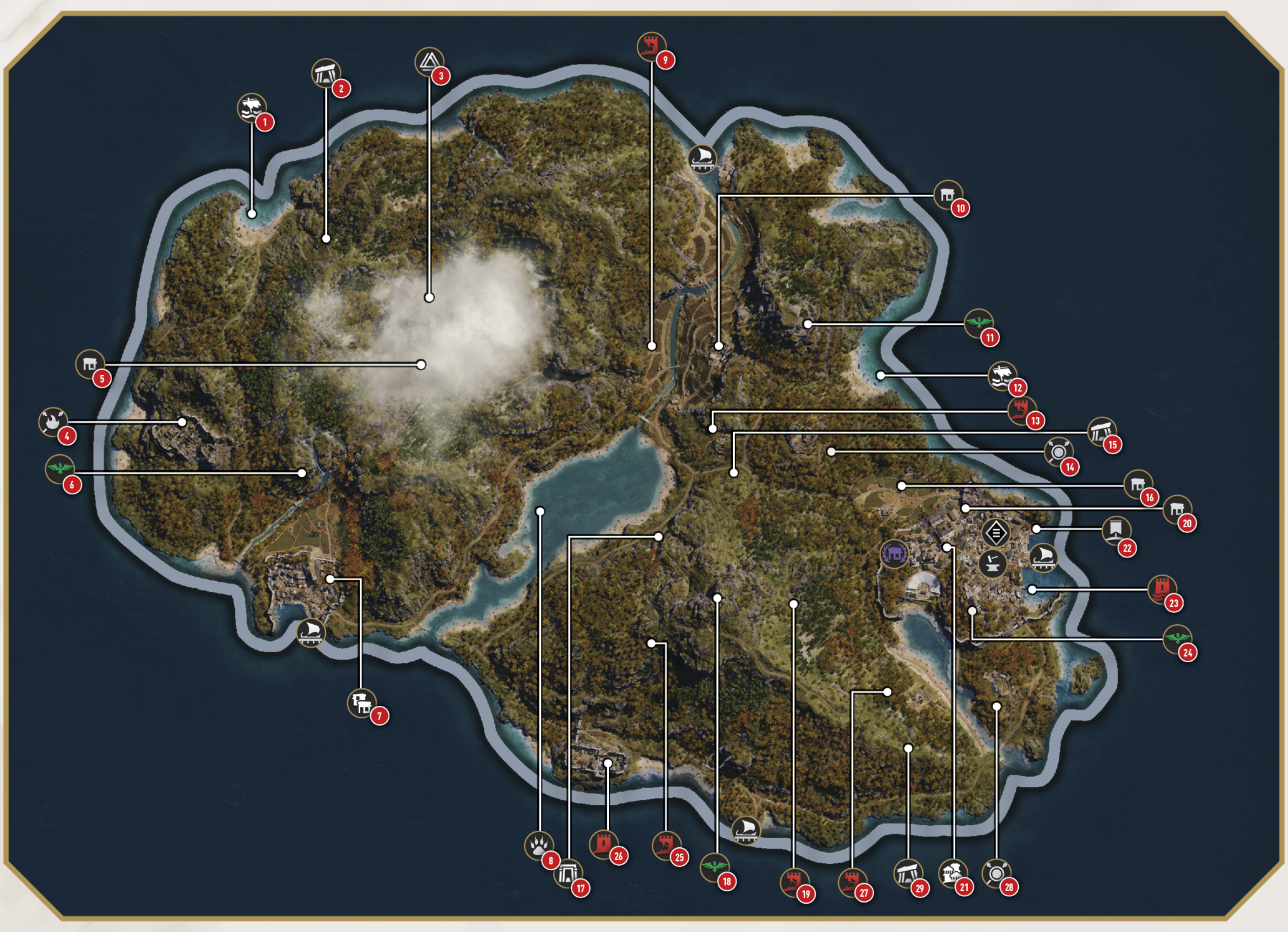
ENEMY LEVEL: 42-48



1	Mikkos's House
2	Temple of Hephaistos
3	Cryptic Cavern
4	Varos Outpost
5	Ancient Stronghold
6	Desecrated Sanctuary
7	Battleground of Hephaistos
8	Myrina
9	Expropriated Warehouse
10	Myrina Fort
11	Lemnos Farm
12	Poliochni Ruins
13	Abandoned Tomb

LESBOS

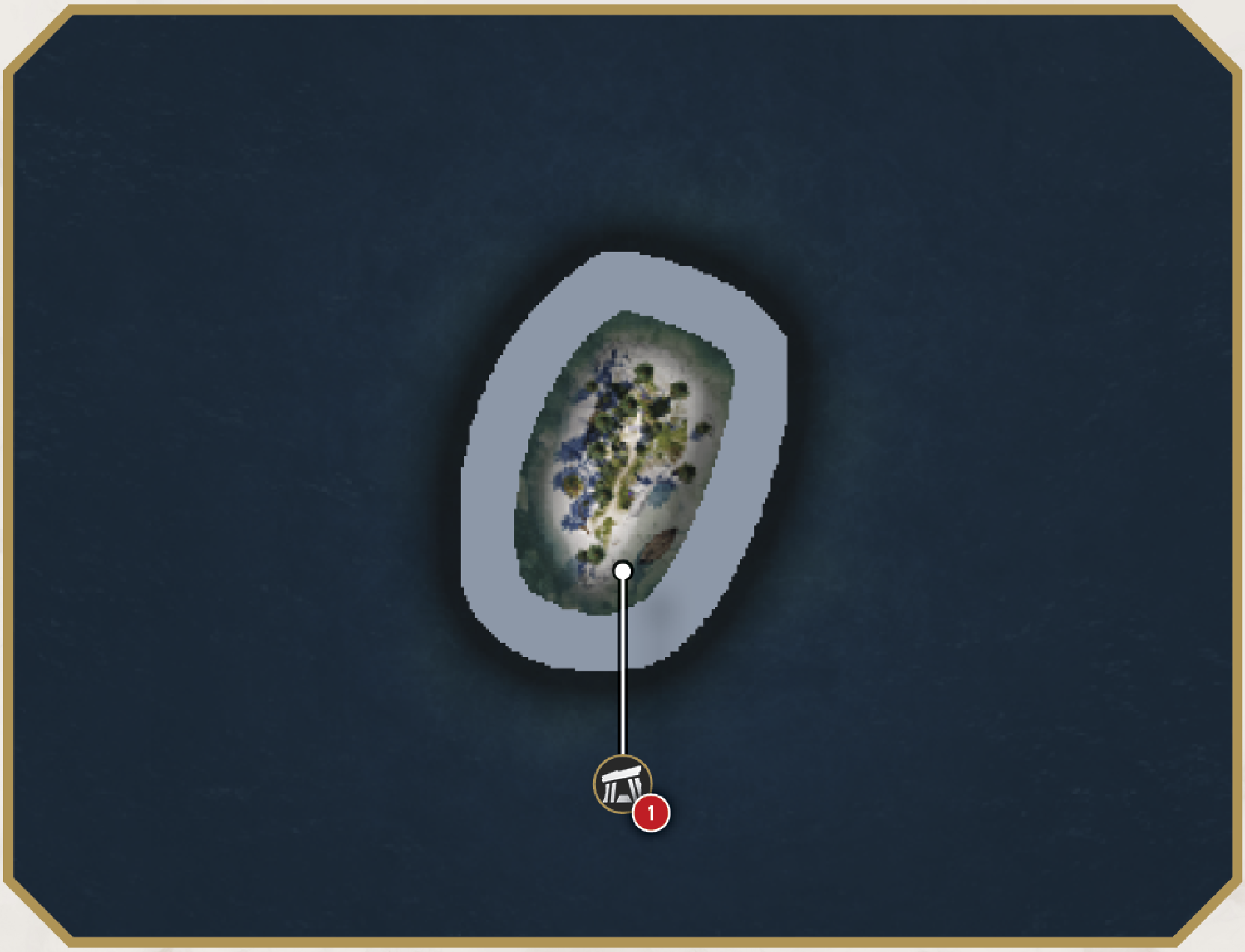
ENEMY LEVEL: 46-50



1	Stormfall Bay
2	Seaside Cavern
3	Petrified Temple
4	Alkidas Fort
5	Dread Ruins
6	Eresos North Peak
7	Eresos
8	Fisherman's Bay
9	Temple of Kybele
10	Vineyard
11	Mantamados Peak
12	Shark Bay
13	Ancient Sanctuary of Zeus
14	Paches Outpost
15	Mushroom Cave
16	Mytilene Farm
17	Tomb of Orpheus
18	Mountain Temple of Poseidon
19	Temple Ruins
20	Sappho Shcool
21	Mytilene
22	Battleground of Petrified Islands
23	Customs Warehouse
24	Artemis Temple
25	Ruined Sanctuary
26	Vrisa Fort
27	Lost Shrine of Poseidon
28	Pittakos Outpost
29	White Wolf Cave

LESTRIS

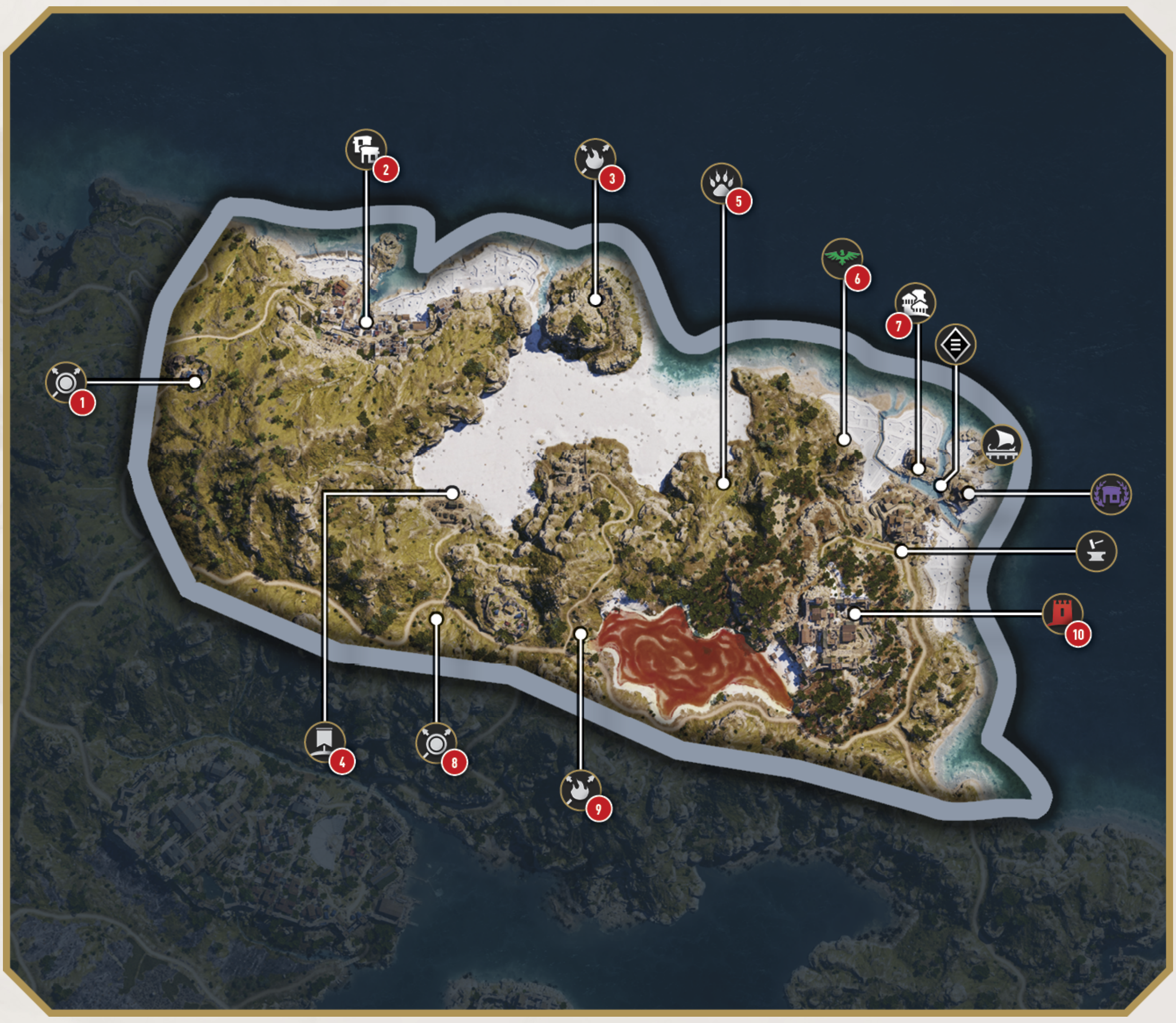
ENEMY LEVEL: 17-19



1	Wailing Cavern

LOKRIS

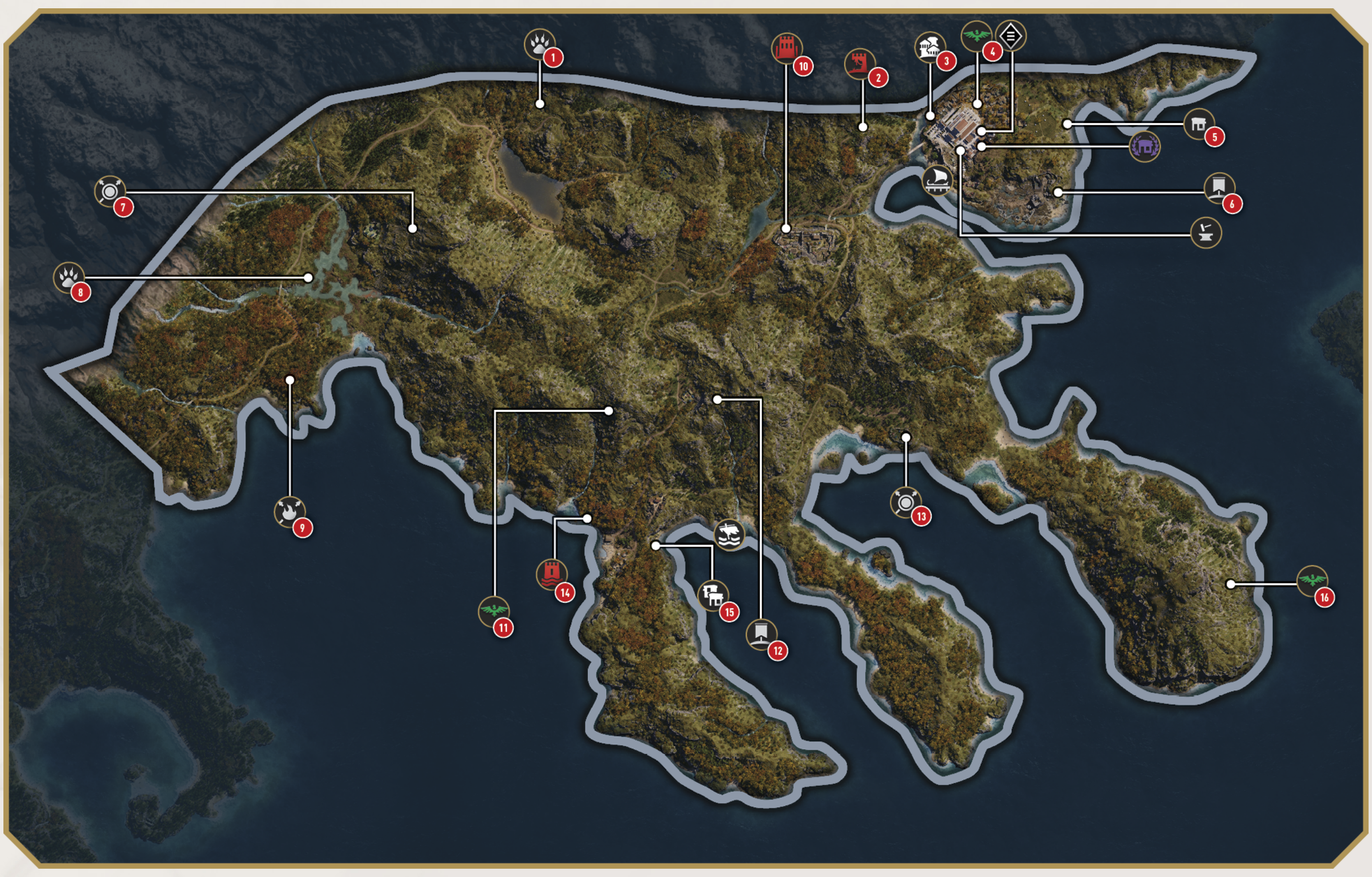
Enemy Level: 12-14



1	Ajax Military Camp
2	Alponos
3	Salty Bandits
4	Battleground of Lokris
5	Salty Bear
6	Lokris Overwatch
7	Opous
8	Military Camp on the Hill
9	Red Lake Bandits
10	Xerces Military Fort

MAKEDONIA

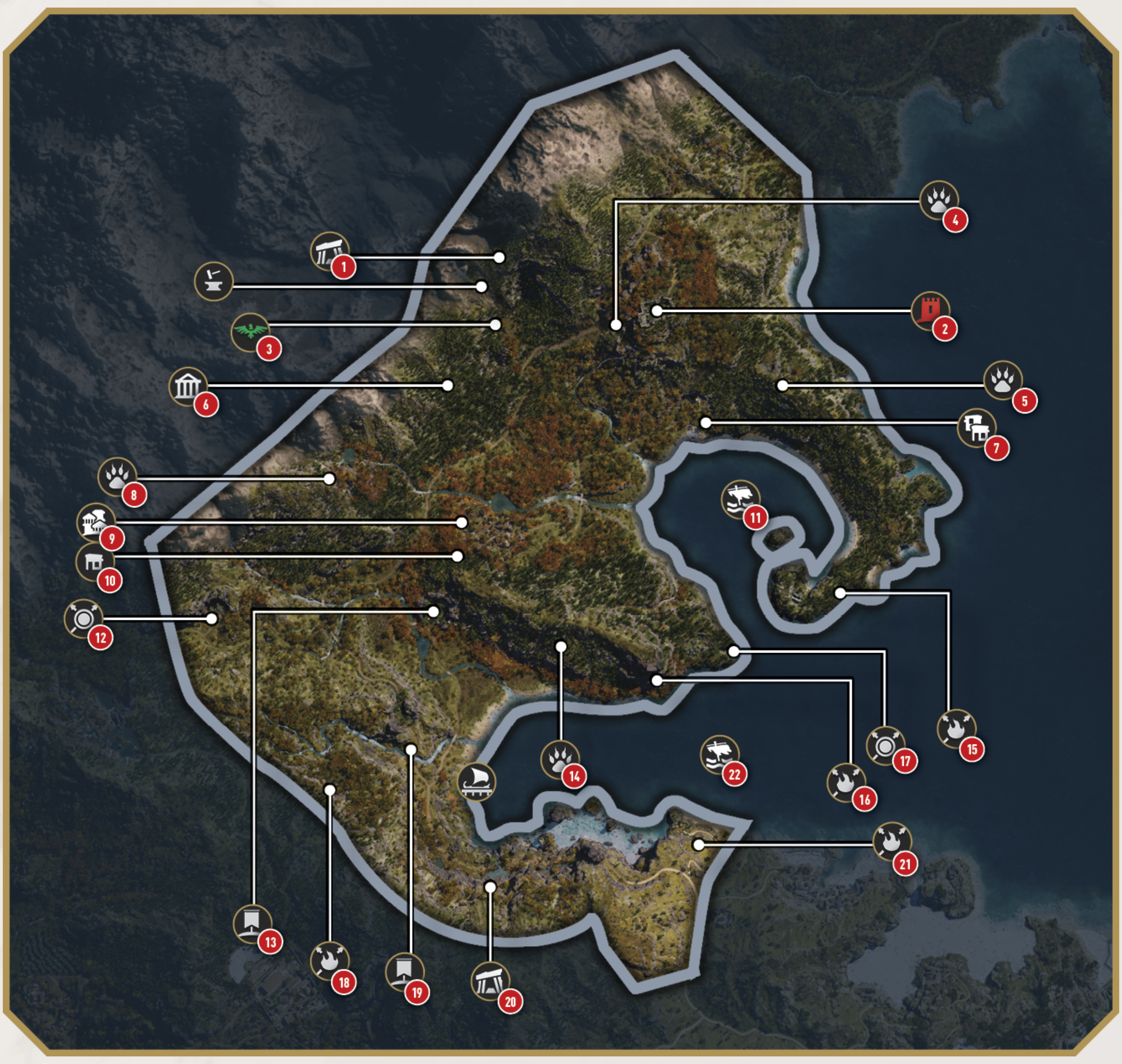
Enemy Level: 14-42



1	Bear Den
2	Xerxes's Sacrifice of the Nine
3	Amphipolis
4	Asklepion
5	Amphipolis Farm
6	Battleground of Makedonia
7	Aristeas Military Camp
8	Therme Wetlands
9	Seaside Hideout
10	Olynthos Fortress
11	Rock Arch
12	Ischagoras Military Camp
13	Rhamphias MIlitary Camp
14	Potidaia Warehouse
15	Potidaia
16	Mount Athos

MALIS

ENEMY LEVEL: 12-14



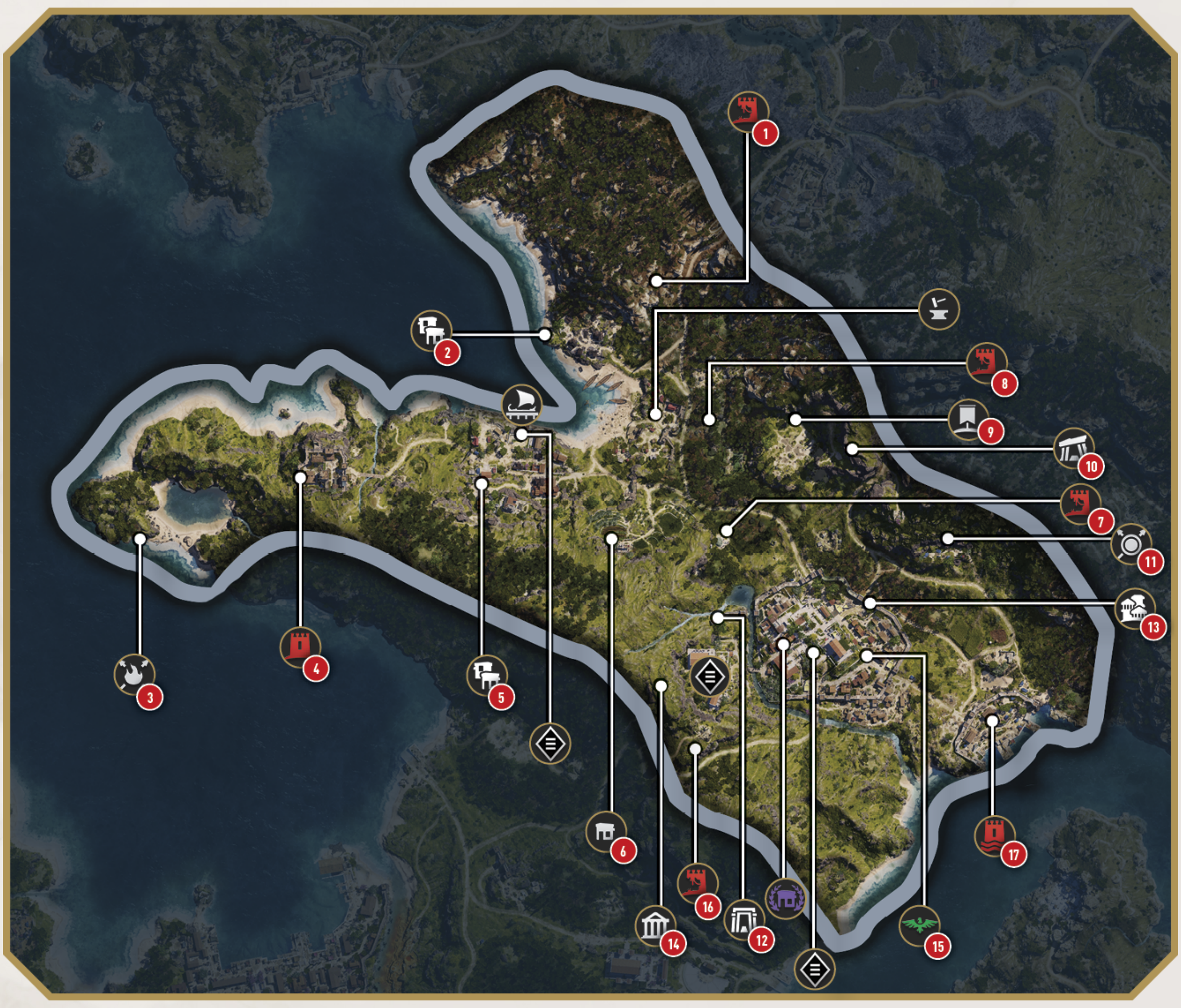
1	Myson Cave
2	Trachis Fort
3	Ruins of Artemis
4	Wild Boar
5	Wild Leopard
6	Temple of the Golden-Bowed Goddess
7	Fishing Village
8	Wild Bear
9	Lamia
10	Phyllidos's House
11	Purrhos the Red
12	Forest Military Camp
13	Invading Army From Attika
14	Wild Wolf
15	Kerkopes Bandit Camp
16	Worshippers of the God of War
17	Olos Camp
18	Heraklea Bandit Camp
19	Defending army for Malis
20	Persian Remnants
21	Pyrrha Salt Pirates
22	Persian Remains

ASSASSIN'S CREED ODYSSEY

Atlas
Megaris

MEGARIS

ENEMY LEVEL: 6-9

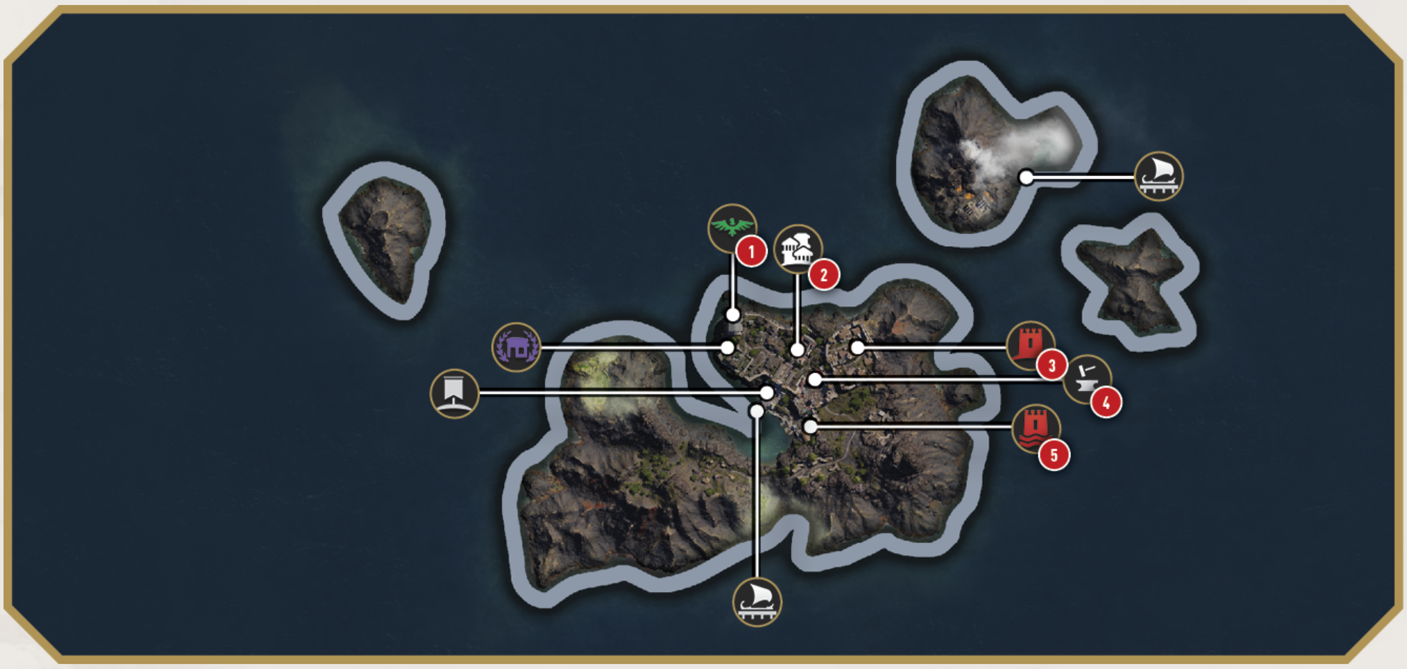


1	Pillar of Dionysos
2	Panormos
3	Shoreline Bandit Camp
4	Fort Geraneia
5	Pagai
6	Farm of Tripodiskos
7	Grave of Tereus
8	Ruined Temple of Apollo
9	Battleground of Megaris
10	Battlefield Cave
11	Eirena Military Camp
12	Tomb of Alkathous
13	Megara
14	Militarized Temple of Megara
15	Temple of Apollo
16	Zeus Ephesos
17	Port of Nisaia

Melos

MELOS

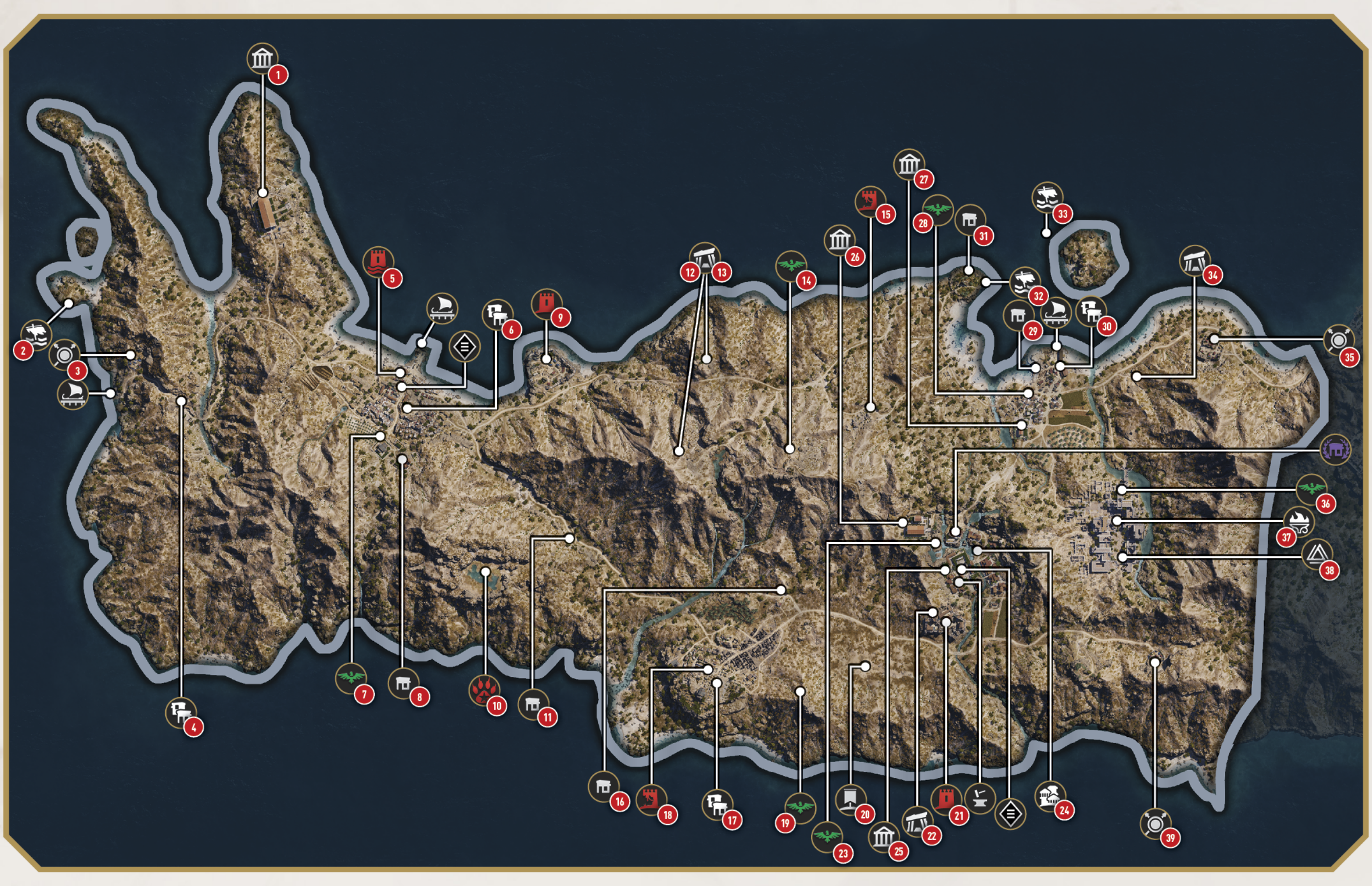
Enemy Level: 18-20



1	Melos Temple
2	Melos
3	Trypiti Fort
4	Battleground of Obsidian Islands
5	Melos Port

MESSARA

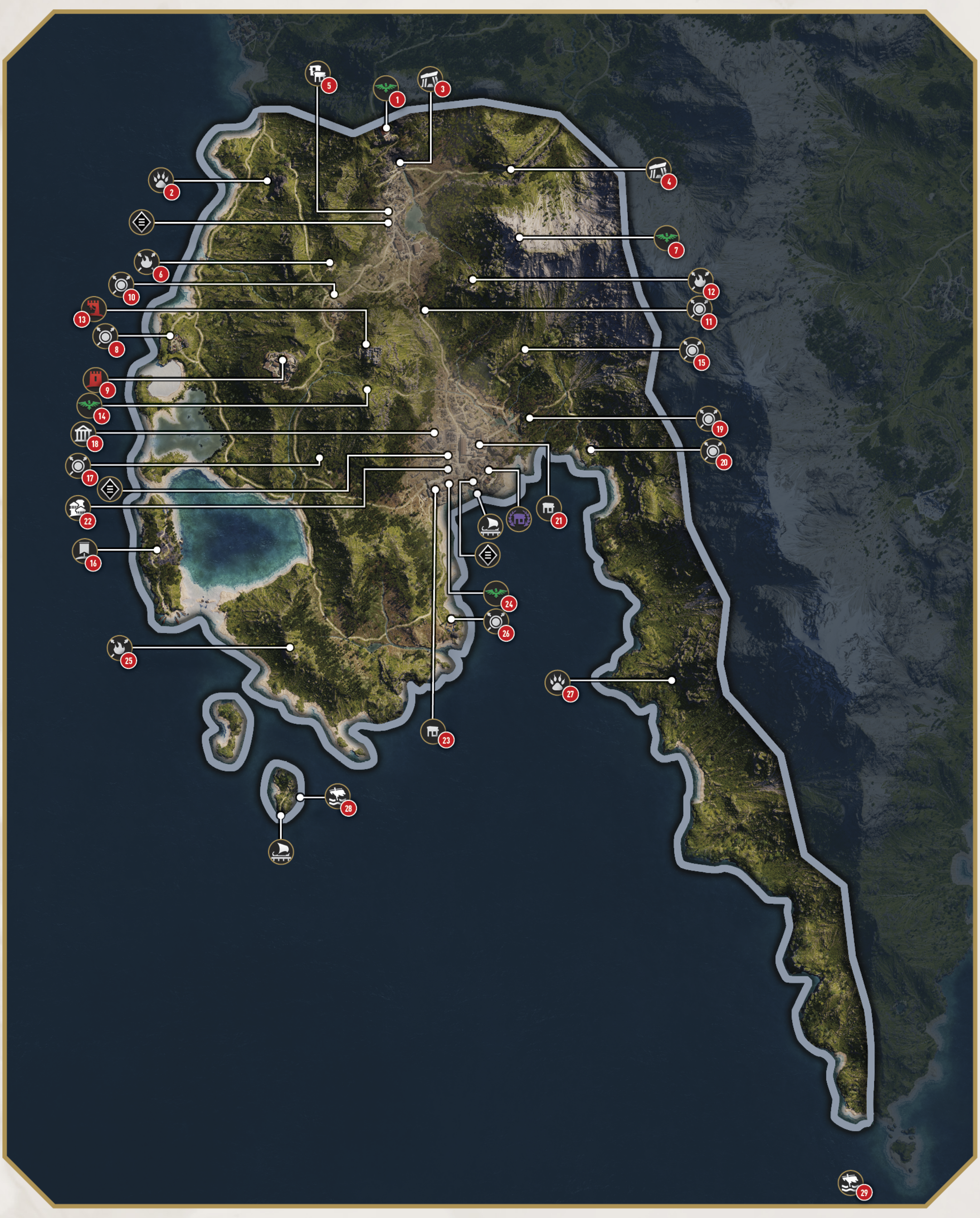
ENEMY LEVEL: 28-33



1	Temple of Britomartis
2	Sunken Ruins
3	Polyrrhenia Military Camp
4	Daktyls Depleted Mine
5	Customs Warehouse
6	Kydonia
7	Temple of Artemis Diktynna
8	Kresilas's Residence
9	Kydonia Fort
10	Kretan Bull
11	Shepherd's Hut
12	Cave of Rhea
13	Gerontospilios
14	Summit of Mount Ida
15	Lost Minoan Shrine
16	Ardos's House
17	Phaistos Village
18	Phaistos Theater
19	Phaistos Hills
20	Battleground of Messara
21	Daidalos Fort
22	Daidalos Armory
23	Temple of Demeter
24	Gortyn
25	Gortyn Waterfall
26	Temple of Athena Poliouchos
27	Temple of Poseidon
28	Village Anax's House
29	Fisherman's Beachhead
30	Heraklion
31	Fisherman's Beacon
32	Hermit's Dive
33	Sunken Temple of Eileithyia
34	Arkalochori Cave
35	Chersonasos Military Camp
36	Palace Customs House
37	Knossos Palace
38	Labyrinth of Lost Souls
39	Idomeneus's Military Camp

MESSENIA

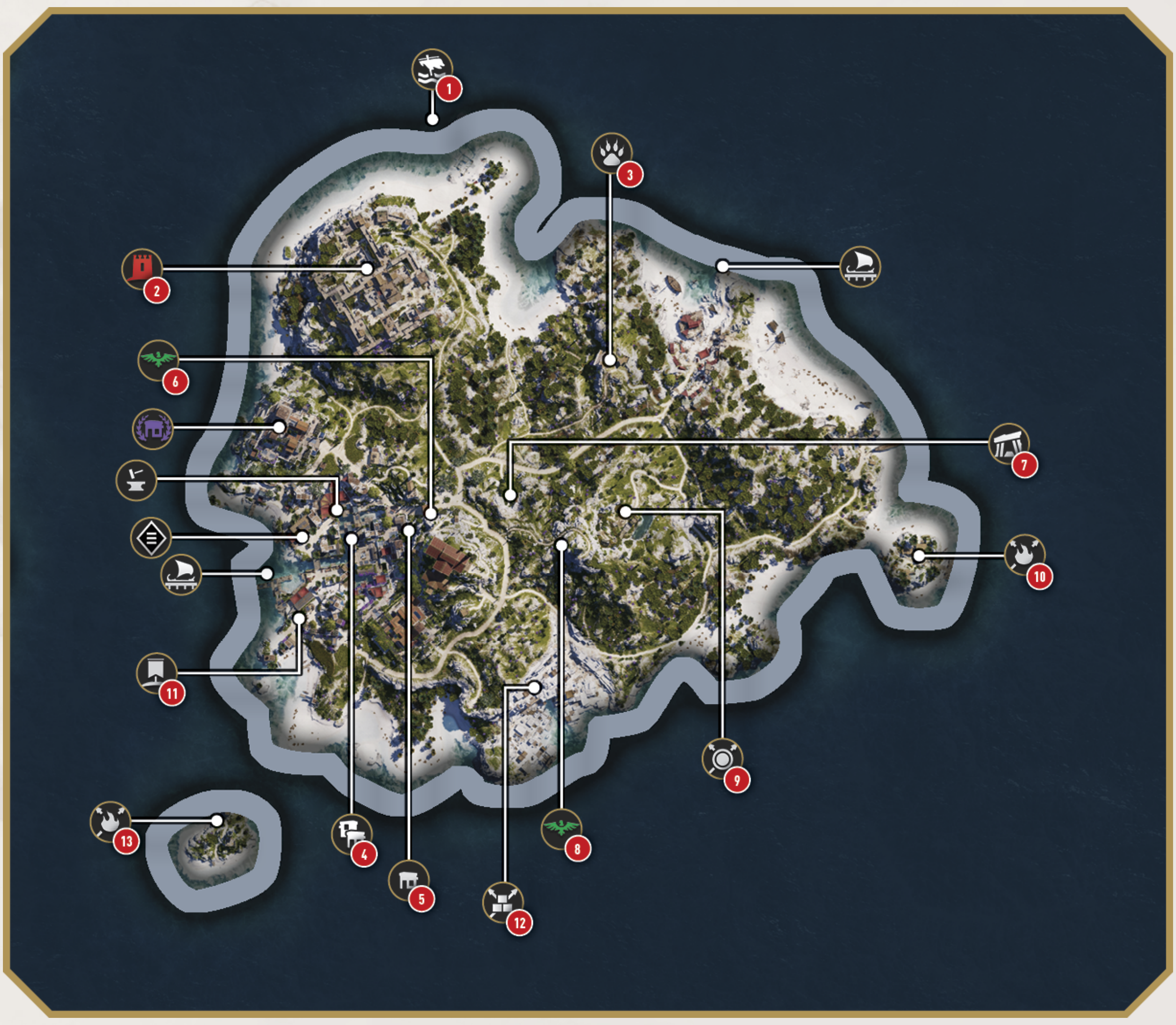
ENEMY LEVEL: 35-39



1	Temple of Zeus
2	Giant Boar Hideout
3	Andania Mine
4	Terror Gorge
5	Messene
6	Tamyris Camp
7	Taygetos Panorama
8	Pylos Military Camp
9	Mount Ithome Fort
10	Polichne Camp
11	Stenyklaros Checkpoint
12	Aristomenes Camp
13	Palace of Aphareus
14	Vista of Pylos
15	Keadas Cave
16	Battleground of Messenia
17	Nestor Checkpoint
18	Temple of Apollo Korythos
19	Makaria Checkpoint
20	Pherai Camp
21	Production Line
22	Aipeia
23	Forge
24	Aipeia Point
25	Pedasos Camp
26	Kolonides Camp
27	White Bear Cavern
28	Shipwreck of Nestor
29	Dorion Underwater Cave

MYKONOS

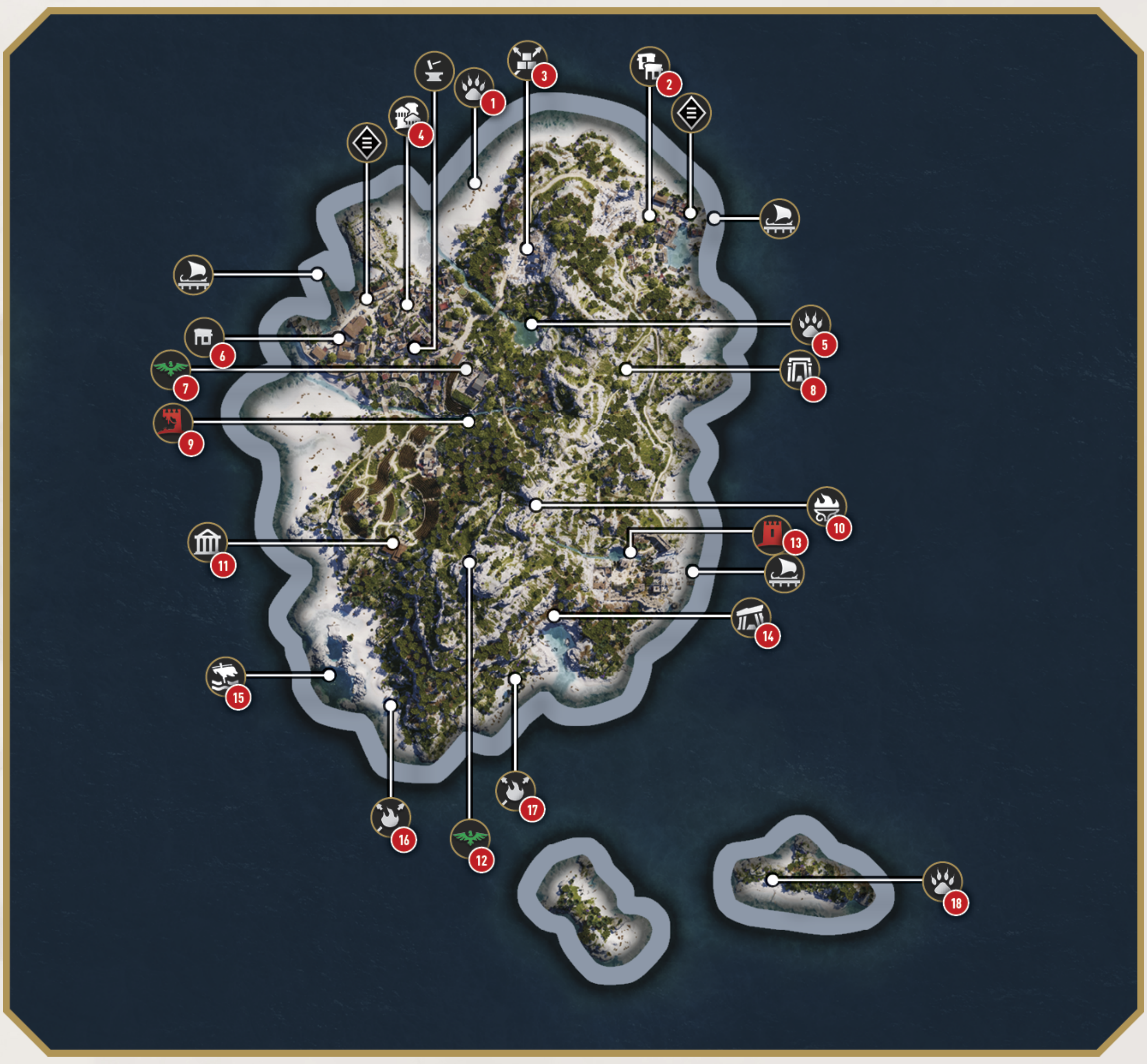
Enemy Level: 25-29



1	Shipwreck of Ajax
2	Miltiades Fort
3	Lykos Ruins
4	Mykonos City
5	Tavern
6	Temple of Artemis
7	Porphyrion Cave
8	Statue of Artemis Agrotera
9	Leleges Military Camp
10	Barracuda Island
11	Battleground of Silver Islands
12	Suenites Quarry
13	Prasonisia Island

NAXOS

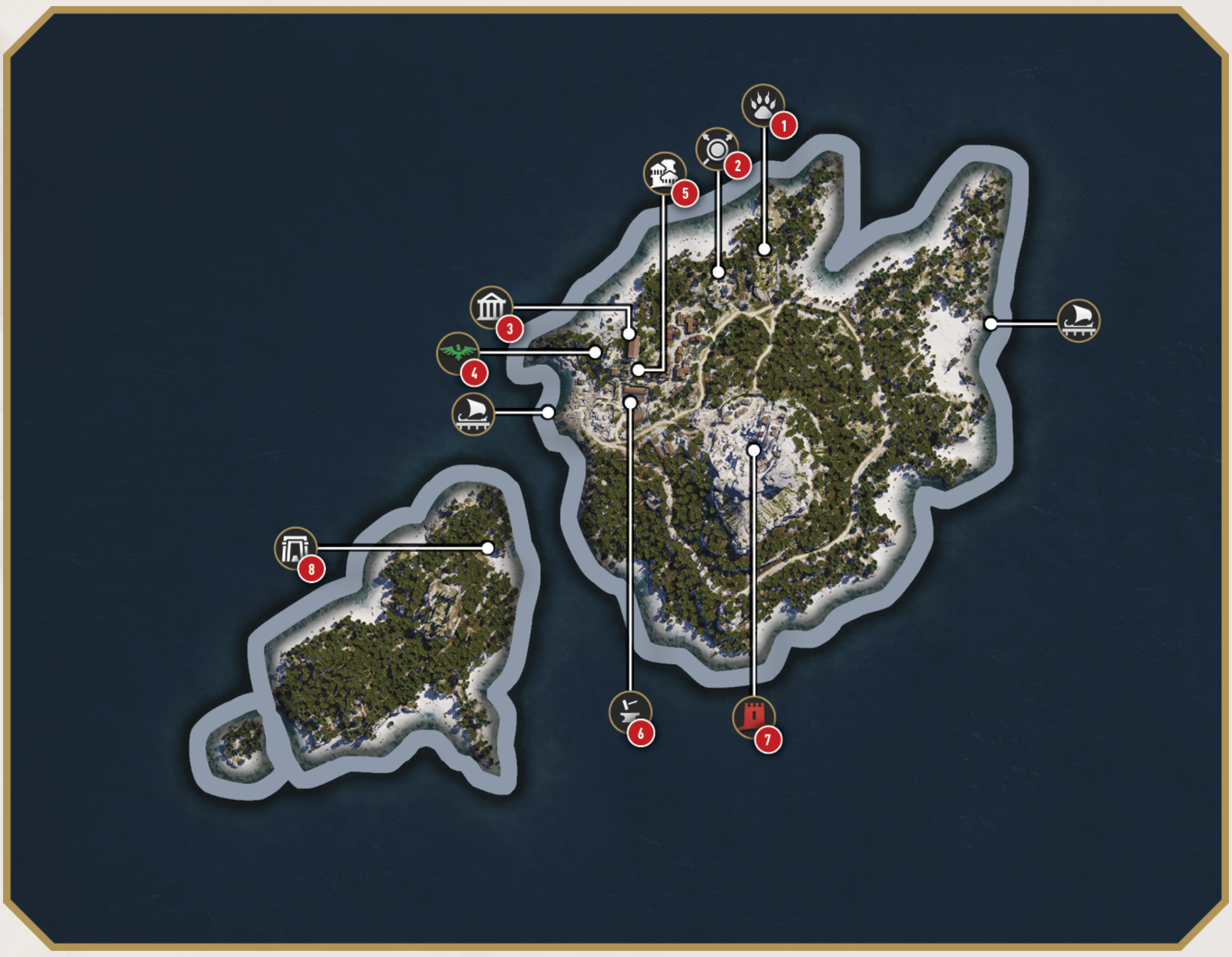
ENEMY LEVEL: 22-26



1	Ammitis Beach
2	Apollonas
3	Naxos Quarry
4	Naxos
5	Routsouna Waterfall
6	Kouros Workshop
7	Temple of Dionysos
8	Giant Heros Burial Ground
9	Deathbed of Ariadne
10	Sanctuary of Mt. Zas
11	Temple of Demeter
12	Zeus's Overwatch
13	Fort of the Aloades
14	Cave of Mt. Zas
15	Shipwreck of Dionysos and the Pirate
16	Pirate Beach
17	Kalantos Bay
18	Alektryon's Rest

PAROS

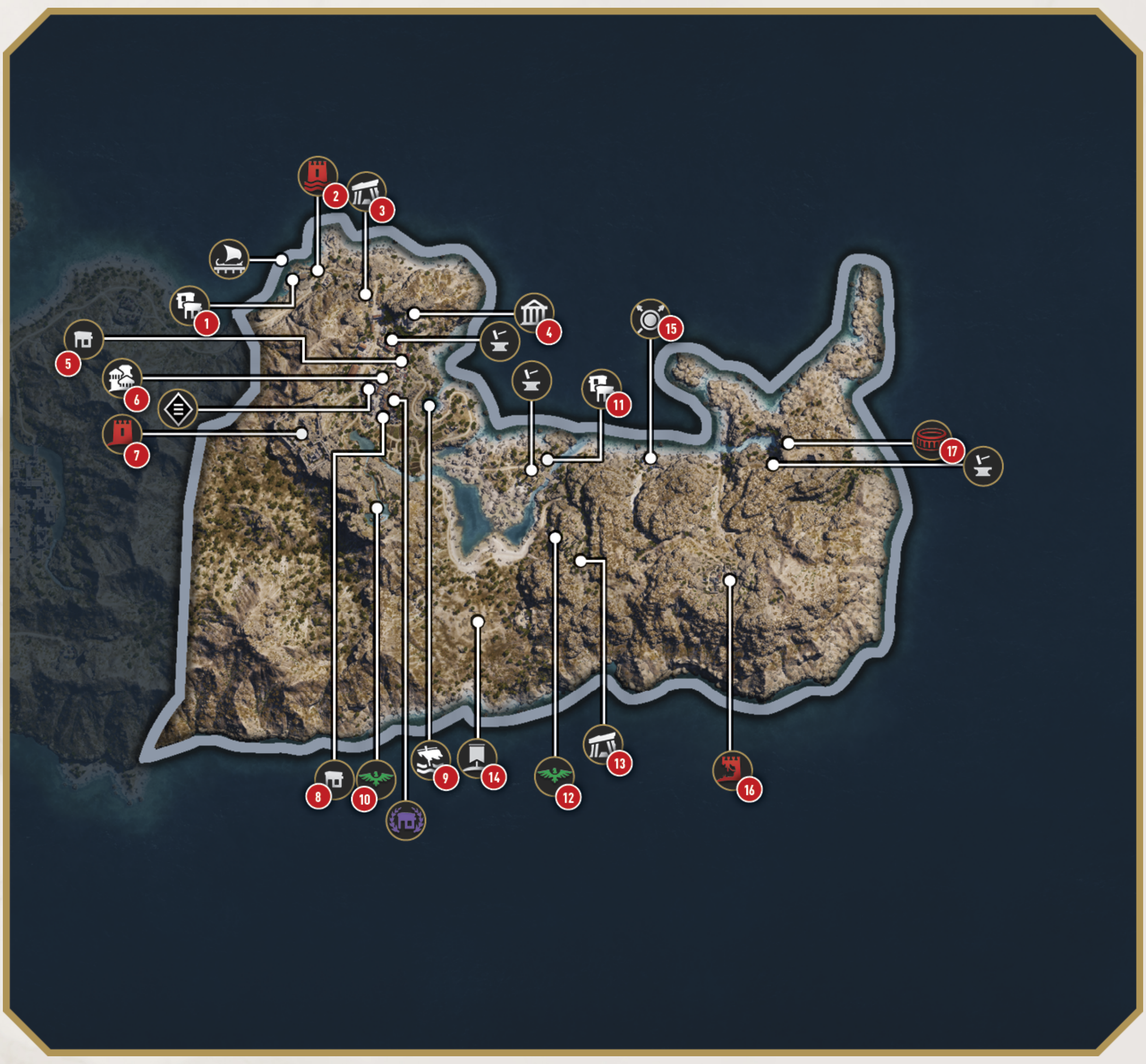
Enemy Level: 23-24



1	Myceanean Akropolis
2	Theramenes Military Camp
3	Temple of Athena
4	Athena's Watch
5	Paros Harbor
6	Sculptor's Warehouse
7	Fortified Marble Quarry
8	Alkaios Tomb

PEPHKA

Enemy Level: 26-30



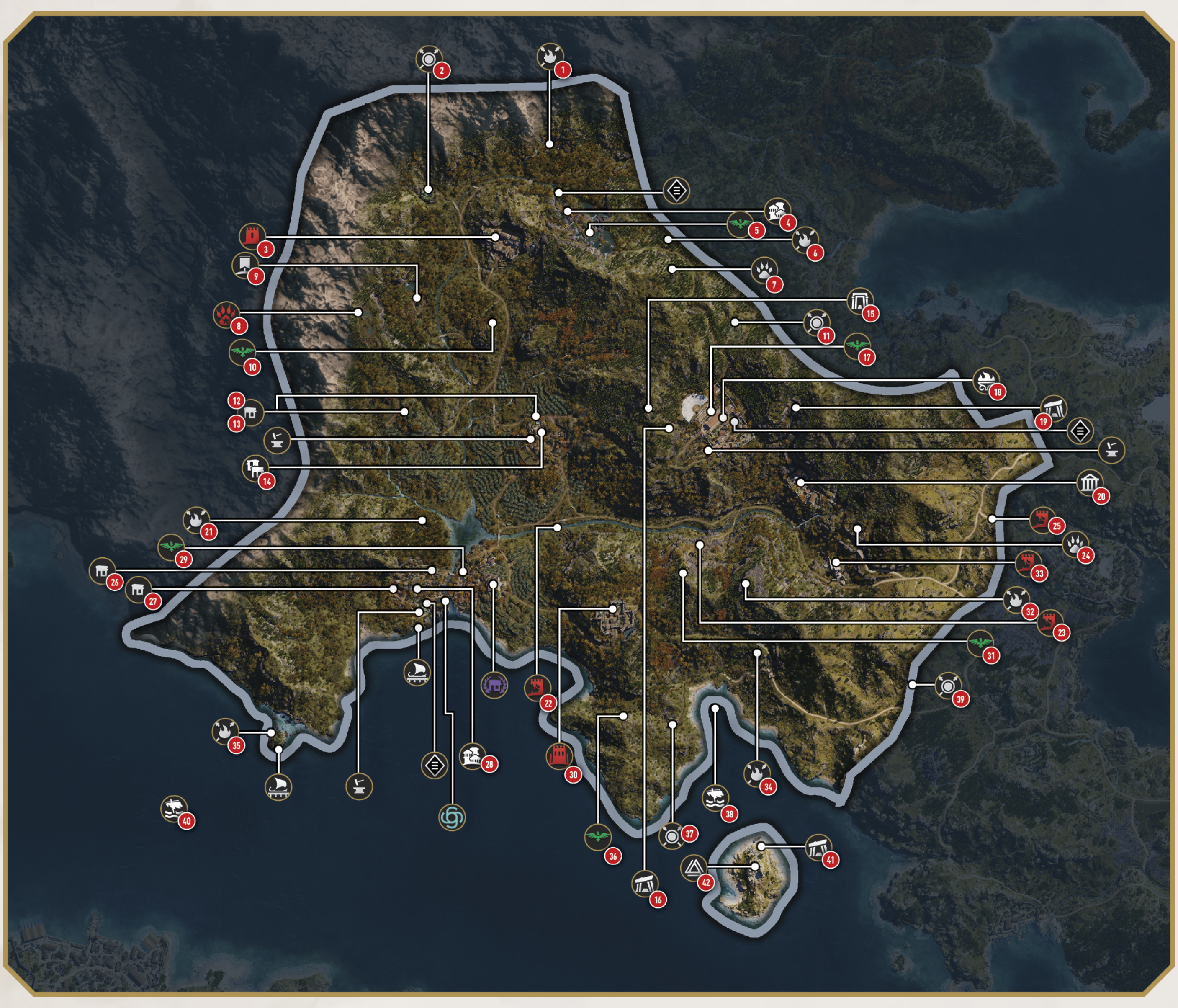
1	Lato Harbor
2	Customs Warehouse
3	Thilakas Cave
4	Lato Treasury
5	Warrior's Battleground
6	Lato
7	Fort Lato
8	Warrior's Archery Range
9	Cave of Wealth
10	Asterion's Spring
11	Warrior's Rest
12	Death Gorge Ruins
13	Cave of the Brave
14	Battleground of Pephka
15	Istronios Military Camp
16	Zakros
17	The Arena

ASSASSIN'S CREED ODYSSEY

Atlas
Phokis

PHOKIS

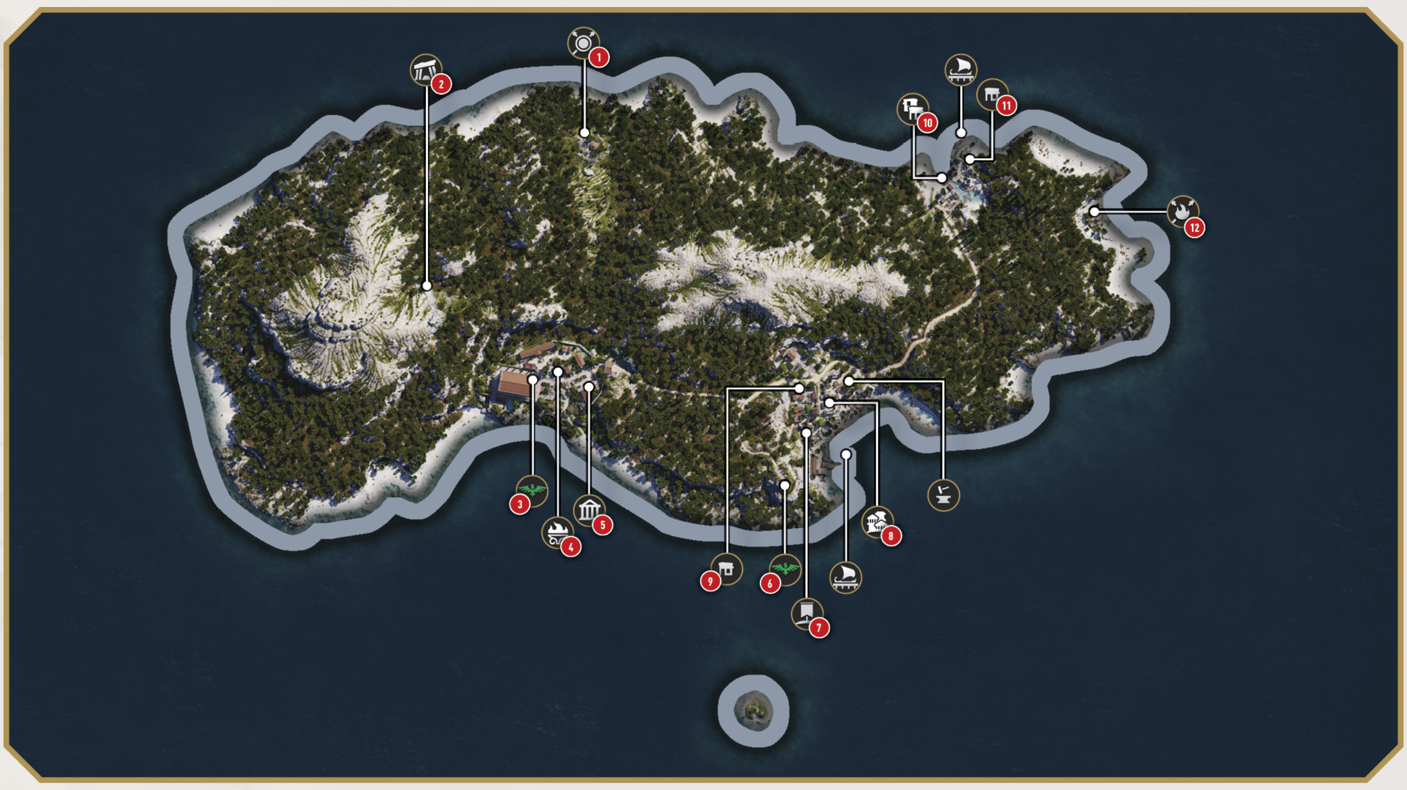
Enemy Level: 9-13



1	Forest Camp
2	Erochos Military Camp
3	Pharsalos Fort
4	Lalaia
5	Kephisos Spring
6	Lamia Bandit Camp
7	Bear Grotto
8	Kalydonian Boar
9	Defending Army For Phokis
10	Temple of Artemis
11	Amphikleia Military Camp
12	Farmhouse
13	House of the Pythia
14	Chora of Delphi
15	Tomb of the First Pythia
16	Korykian Cave
17	Temple of Apollo
18	Sanctuary of Delphi
19	Cave of Kratos
20	Sanctuary of Athena Pronaia
21	Camp of the Bow Bearers
22	Prometheus and the Birth of Humankind
23	Snake Temple
24	Wolf Den
25	Solitude Tower
26	Guesthouse
27	Gymnasium
28	Kirrha
29	Ianos Hangout
30	Desphina Fort
31	Satyr's Respite
32	Hunter's Rest
33	Tomb of Tityos
34	Lookout Camp
35	Marooned Bandit Camp
36	Hut of Hyleus
37	Bulis Military Camp
38	Ketos Shipwreck
39	Nine Roads Camp
40	Poseidon's Fury
41	Cave of theForgotten Isle
42	Forgotten Isle

SAMOS

Enemy Level: 26-31



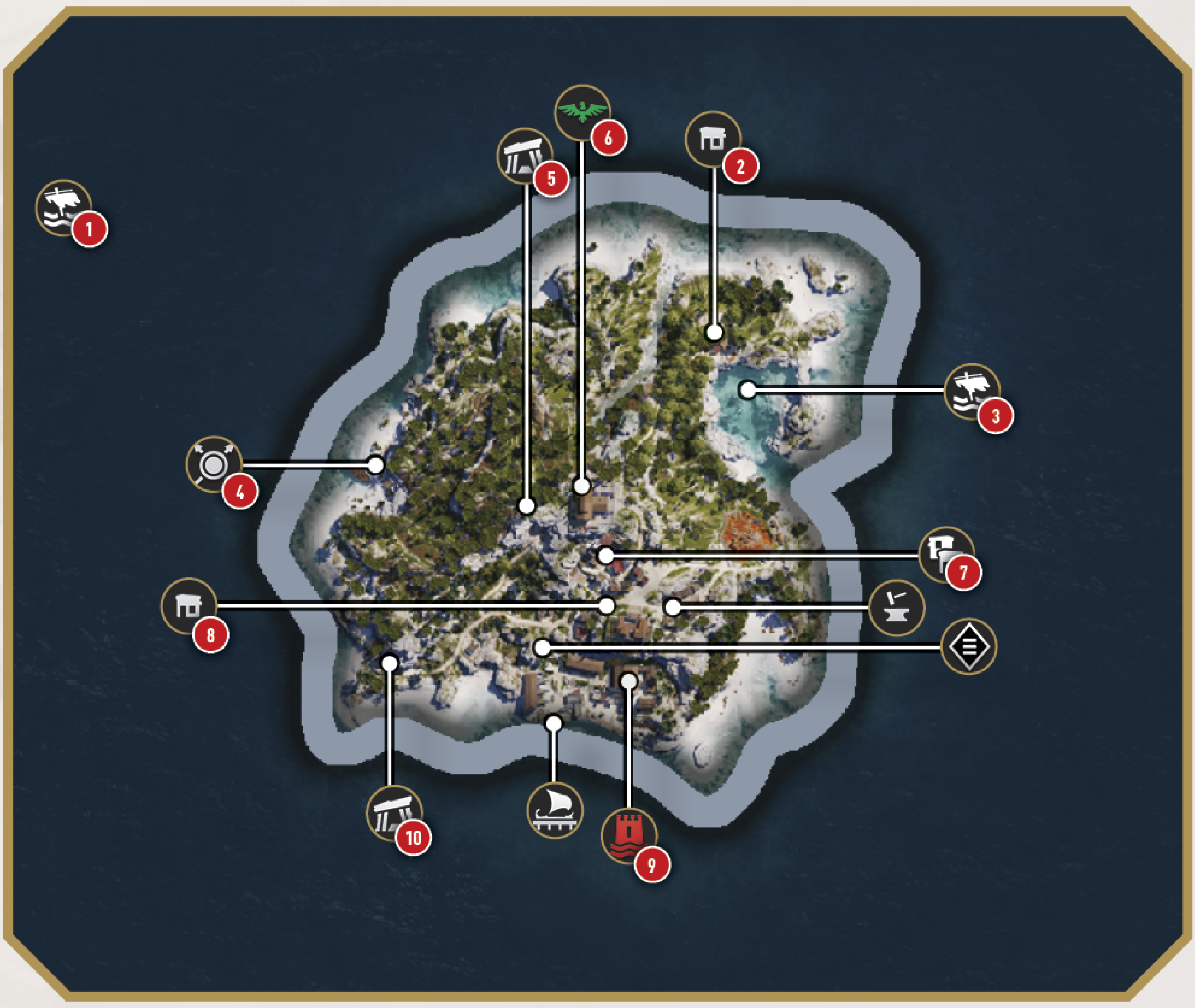
1	Garden of Artemis
2	Akousmatikoi Cave
3	Temple of Hera
4	Heraion of Samos
5	Heraion Treasury
6	Sacred Statue of Hera
7	Battleground of Southern Sporades
8	Pythagoreion
9	Aristocratic Residences
10	Kazania Fishing Village
11	Delian Quarter
12	Pirate Coast

Atlas

Seriphos

SERIPHOS

Enemy Level: 17-19

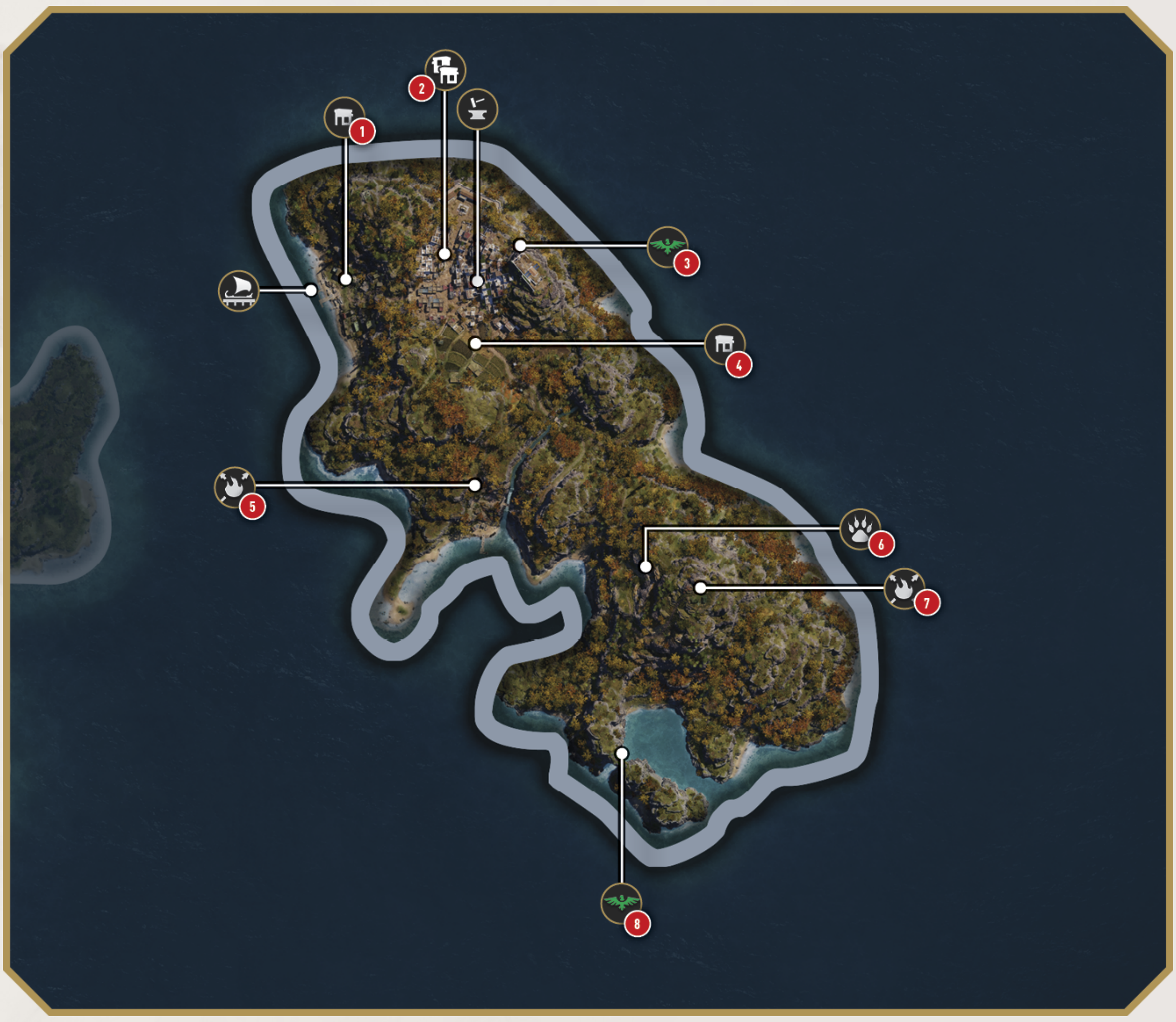


1	Shipwreck
2	Forest Hut
3	Polydektes Lagoon
4	Pirates Bay
5	Abandoned Mines
6	Temple of Athena
7	Chora
8	Aetios's House
9	Customs Warehouse
10	Psaros Pyrgos

Skyros

SKYROS

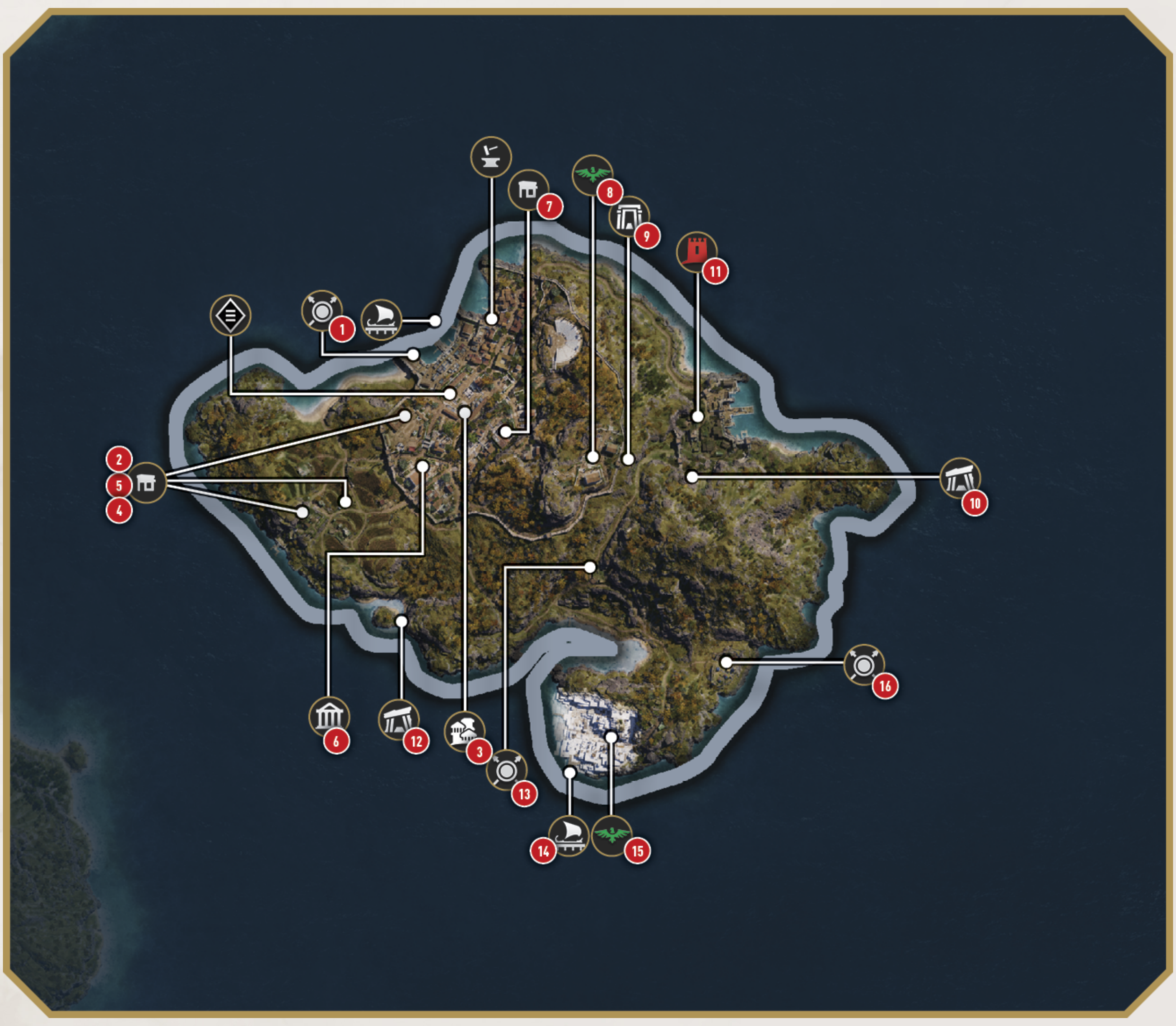
Enemy Level: 12-16



1	Smuggler's Dock
2	Skryos
3	Temple of Achilles
4	Saccharine Orchard
5	Pirate Hideout
6	Wild Cave
7	Kimon Camp
8	Hero's Fall

THASOS

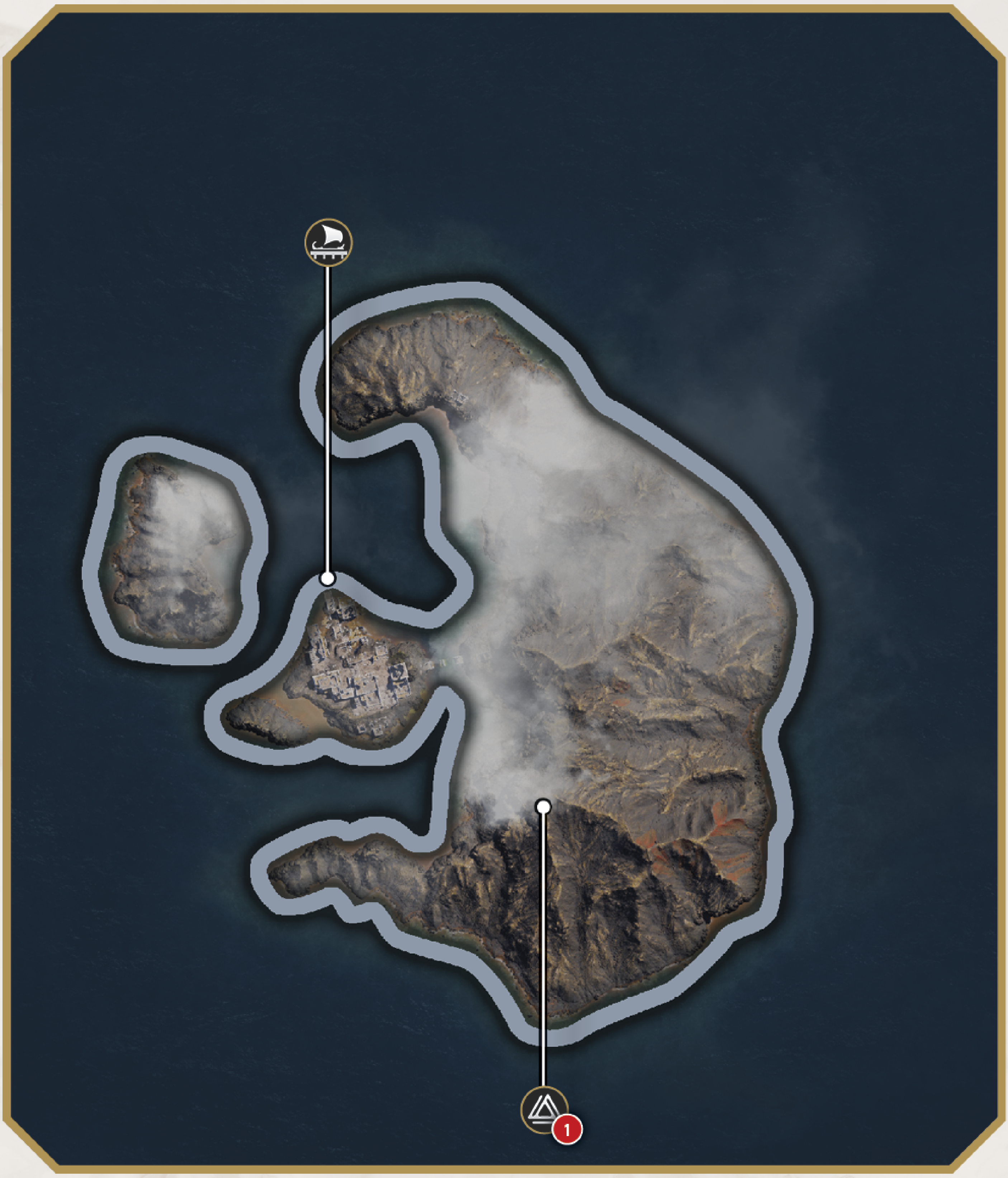
ENEMY LEVEL: 42-48



1	Military Warehouse
2	Champion's Gymnasium
3	Thasos City
4	Karpos's House
5	Vineyard of Glory
6	Temple of Herakles
7	Tax Office
8	Thasos Temple
9	Parmenon Tomb
10	Silver Foothill Trail
11	Koinyra Fortress
12	Silenos Cave
13	Silver Mines
14	Aliki Quarry
15	Aliki Apogee
16	Kinira Outpost

THERA

ENEMY LEVEL: 27



1	Gateway to the Lost City

+
−
KEPHALLONIA
Show All | Hide All
Characters
Alpha Ship
Locations
Ancient Tablet
Animal Den
Animal Den [Legendary]
Arena
Battleground
Camp
Cave
City
Dwelling
Fort
Fortress
Leader House
Military Camp
Mysterious Site
Port

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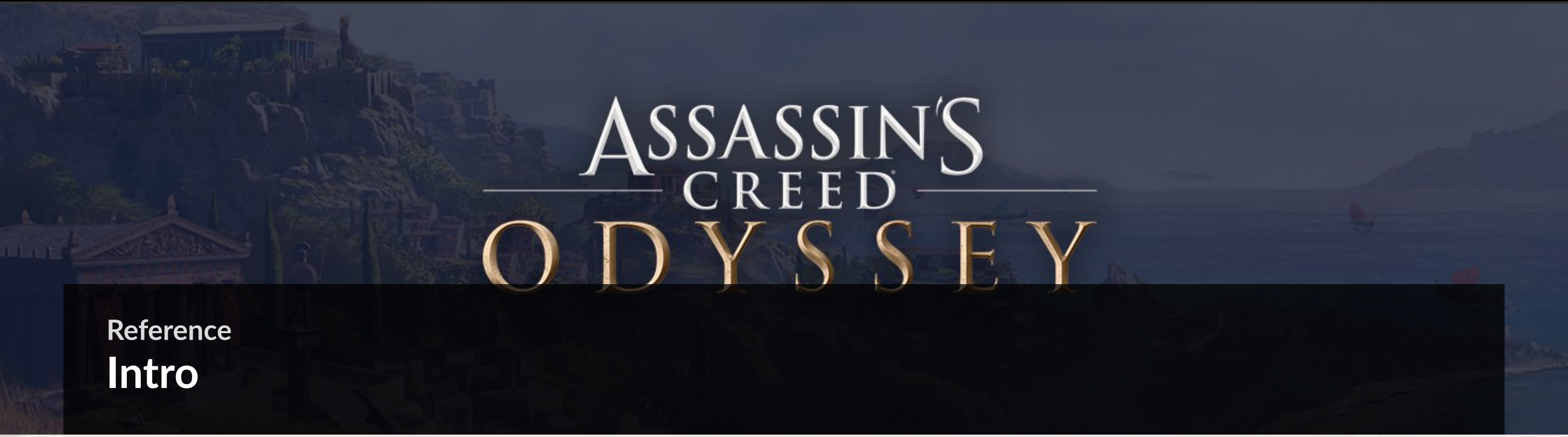


Reference

Intro

This reference chapter dives into all the gritty details you need to help plan your journey. The *Enemies* section provides the rundown on the various foes that get in your way. The *Gear* section lists the various weapons you can equip and what they do, along with a listing of every available legendary item. You'll also find a comprehensive listing of engravings you can earn by completing various challenges. After that, we dive into the abilities, detailing the requirements of each. We also provide a thorough look at upgrading both the form and function of the *Adrestia* to suit your style.

Reference

Enemies

Ancient Greece is a dangerous place, with various foes trying to put an end to your young mercenary career...or to accomplish their own nefarious goals. While we list some proven strategies for taking out enemies, your play style will determine which specific abilities you use. However, Assassin attacks are usually the most effective and safest way to deal with any enemy.

ATHENIAN

The Athenians are always ready to defend themselves. Many of them use shields, and those that don't often attempt to parry incoming attacks. At low health, they will back out of a fight to heal up.

PELTAST

EQUIPMENT: **Sword and shield**

HEALTH: **Low**

These basic Athenian units bang on their shields before jumping at you. To get the upper hand on these foes, you need to be able to bypass the shield. To do this, parry an incoming attack or use a heavy attack, which staggers them, or use an ability like Shield Breaker, Sparta Kick, or Bull Rush.

HYPAPIST

EQUIPMENT: **Heavy bladed axe and shield**

HEALTH: **Large**

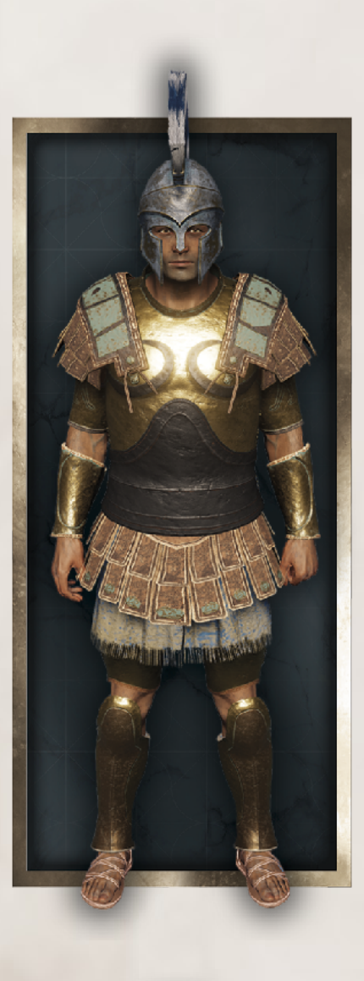
This is a tougher brand of enemy than the light soldiers and archers. They use heavy swings and a shield to run enemies down. Unfortunately, you can't parry the first swing of this whirlwind attack, but with proper timing you can parry the second. Brutes are much easier to deal with if you can break their shield or stagger them. Dodge-rolling is the most effective way to avoid their attacks.

ARCHER

EQUIPMENT: **Bow**

HEALTH: **Low**

This is your basic archer. When they feel safe, they will crouch and fire multiple arrows in a horizontal line. When closing the distance with an archer, keep an eye out for the incoming ranged attack icon, and be ready to dodge-roll toward them. They can, and will, fire their bow in close range, but due to their low health pool, it is easy to dispatch them once you are in close. Alternatively, you can line up a headshot of your own while they are stationary, firing at you. Just be ready to dodge their shot.



EKDROMOS

EQUIPMENT: **Sword**

HEALTH: **Medium**

This quick and defensive enemy mixes dodges and parries into their attack pattern to confuse and trick unwary opponents. Perfectly timed parries on your part and attacks that stagger your foe are the best way to deal with the heavy soldier.

STRATEGOS

EQUIPMENT: **Spear and large shield**

HEALTH: **Large**

This Athenian leader mixes blocks and dodges to avoid some of your attacks. The large shield can only be knocked aside with charged heavy attacks. To break and remove the shield requires the Shield Breaker ability to be at least tier 2. While removing the shield is the most effective way to deal with this enemy, if you don't have an ability to do this you can still take them down. Utilize a perfectly timed dodge-roll to slow time for a few moments, letting you attack.

MARKSMAN

EQUIPMENT: **Bow and sword**

HEALTH: **Large**

The ultimate Athenian archers, marksmen keep their distance and try to pepper you with a mix of quick shots followed up by a blast of multiple arrows. However, they can still fight in close range when forced, and they have a tendency to parry attacks from enemies in close range. When you are fighting them from range, be constantly ready to use your dodge roll to avoid their arrows. In close combat, using abilities that stagger or knock down the marksman is the best way to keep this very mobile unit locked down.

SPARTAN

Spartans are very aggressive, often ready to counterattack with a kick, followed by a leaping attack. Some of the more ferocious Spartans become enraged in battle, dealing increased damage and refusing to be staggered, no matter what you throw at them.

PHALANGITE

EQUIPMENT: **Spear**

HEALTH: **Low**

This basic Spartan unit uses leap attacks and quick thrusts to keep you at range and off-balance. To get the upper hand, parry their attacks to stagger them, then move in and finish them off. This enemy is easily defeated from range, since they have no way to block incoming arrows.

HYPAPIST

EQUIPMENT: **Heavy bladed axe**

HEALTH: **Large**

The brute attacks slowly, but their attacks cover a large area. They can also perform a devastating seismic leap that damages all nearby foes. Many of the attacks performed by the brute are unblockable, so avoidance is key. Using ranged attacks or poison abilities is the safest option when facing this foe.

EKDROMOS

EQUIPMENT: **Sword**

HEALTH: **Medium**

This nimble warrior mixes up regular attacks with unstoppable ones, making life difficult for you if you depend on parries. They can also become enraged, which means they can't be staggered. Using abilities that knock down this enemy and attacking from range are the most effective ways to deal with the heavy soldier.

HOPLITE

EQUIPMENT: **Spear and shield**

HEALTH: **Large**

This shielded enemy uses wide swings of their weapon to catch opponents off guard. Be careful when they become enraged with their shield up; only certain abilities can break it in that state. When this foe is enraged, avoid their attacks. Using the Shield Breaker ability makes this foe much less dangerous.

STRATEGOS

EQUIPMENT: **Heavy halberd and large shield**

HEALTH: **Large**

This Spartan leader uses a variety of attacks to trick foes. Their large amount of health and longer enrage timer make them difficult to take down quickly. A strategos's large shield can only be knocked aside with charged heavy attacks. Breaking the shield requires the Shield Breaker ability to be at least at tier 2.

BANDITS

This ragtag group uses various fighting styles and has a penchant for poisons and cheap attacks.

THUG

EQUIPMENT: **Sword**

HEALTH: **Low**

These simple fighters will dive away when cornered, only to run back in and sucker punch their enemies, briefly staggering them. Dodge-roll to avoid this dirty trick. They are extremely easy to take out from range and not much challenge for your skills in melee range either.

ARCHER

EQUIPMENT: **Bow**

HEALTH: **Low**

This simple archer sometimes uses poison arrows to whittle away at an enemy's health. When they are using poison arrows, you see a very noticeable green glow around the arrowheads. Be ready to dodge their incoming shots when closing the distance to them. They are also sometimes joined by a vicious canine companion as well.

ROGUE

EQUIPMENT: **Dual wield**

HEALTH: **Medium**

Fast, dual-wielding rogues have no compunction to fight fair—they coat their weapons in poison. While it's possible to parry their attacks, it is very difficult due to their speed. Using an attack that knocks them down works well. If you're overwhelmed by their poisonous attacks, you can rid yourself of the poison by immersing yourself in water or mitigate its effects with the Second Wind ability, which restores health.

BRUTE

EQUIPMENT: **Heavy blunt**

HEALTH: **Large**

This tough but simple enemy mixes up regular attacks with unstoppable ones, making life difficult for you if you depend on parries. They also are quick to bash you with their weapon. Using abilities that knock down this enemy and attacking from range are both very effective against this foe.

ENFORCER

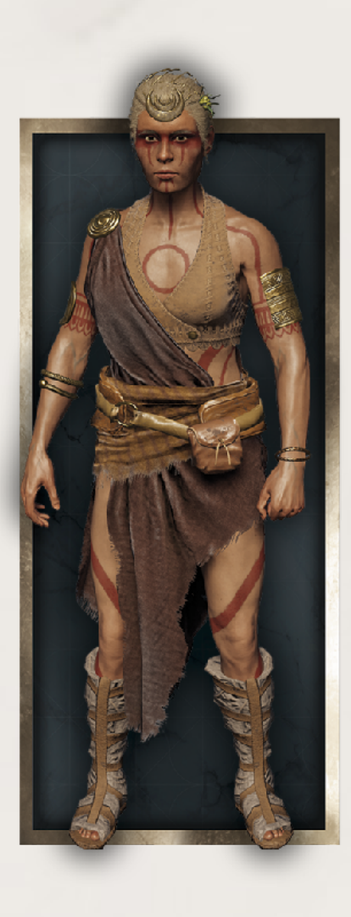
EQUIPMENT: **Dual heavy blunt**

HEALTH: **Large**

Wild swings with two heavy weapons make this enemy tough to ignore. Their fast-paced attacks can be tricky to handle when facing a large group, but their focus on attacking leaves their defenses wide open. Take advantage of their negligence by avoiding their blows, knocking them down, and performing heavy attacks while they are prone.

DAUGHTERS OF ARTEMIS

These foes like to keep you at a distance, preferring ranged attacks, flaming weapons, and tamed predators. You don't encounter them often, but when you do you find them in the wilderness in small camps.



HUNTRESS

EQUIPMENT: **Bow and sword**

HEALTH: **Low**

This archer lights her arrows ablaze. If one hits you, rolling is the best method for putting out the flame. Take them out from range, or close the distance quickly to eliminate them.

PATHFINDER

EQUIPMENT: **Bow and dual wield**

HEALTH: **Low**

This tricky enemy can set you aflame from afar, but getting close doesn't give you a huge advantage due to their lightning quick attacks. Parry to stagger them. Knock them down to neutralize their speed advantage.

BEAST MASTER

EQUIPMENT: **Heavy halberd**

HEALTH: **Medium**

This enemy has a tamed animal and uses a mix of slow attacks and defensive bombs to damage foes. If you kill their beloved pet first, the beast master becomes enraged, dealing increased damage. They cannot be staggered while enraged. To avoid this, focus on the beast master while dodging the beast's attacks. Defeating this enemy from extreme range does not trigger the pet to attack you, so this is the safest course of action.

FOLLOWERS OF ARES

Devotees of the God of War, these foes prefer aggression to defense and will suffer through pain to keep on fighting. Followers of Ares are scattered throughout Greece but tend to keep to themselves in small caves and other isolated areas.

FOLLOWER

EQUIPMENT: **Sword**

HEALTH: **Low**

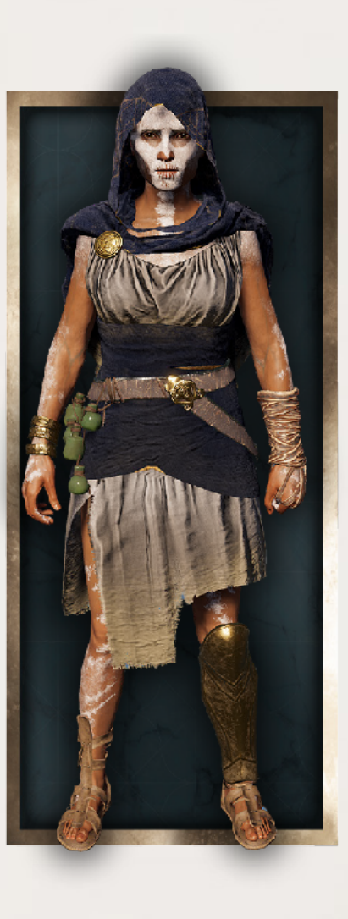
These lowly priests fight simply, often swinging wildly when in pain. They pose little challenge for one of your skill. Melee attacks or a quick headshot or two from range will do the job.

FANATIC

EQUIPMENT **: Heavy bladed axe**

HEALTH: **Medium**

This large enemy prefers wide swings and whirling attacks. With proper timing you can parry their attacks. Dodge-rolling is the most effective way to avoid their attacks before countering with your own.



ELDER

EQUIPMENT: **Spear**

HEALTH: **Large**

Totally devoted to her god, this master of the spear feeds on pain. Each hit you inflict triggers a counterattack. Utilize slower weapons and stronger attacks to mitigate this. As usual, knocking these opponents down is the surest way to avoid their devastating abilities.

CULT GUARDS

The cult guards are the most advanced enemies in Greece, focusing on defense and attack in equal measure. You first encounter a couple of these foes early in your journey, and they are more powerful than most enemies you face up to that point. The secret to vanquishing these foes is overcoming their strong defense. As you progress in your odyssey, uncovering more information about the Cult of Kosmos, you encounter them more frequently.

GUARDIAN

EQUIPMENT: **Sword and large shield**

HEALTH: **Medium**

Thanks to their large shields and their ability to parry, it's difficult to find an opening on this very capable enemy. Using Shield Breaker (at least tier 2) makes this foe more manageable. Parry is also useful to get past their defense. Ranged attacks are mostly ineffective and require extreme precision to hit them behind their shield.

VANGUARD

EQUIPMENT: **Heavy halberd and large shield**

HEALTH: **Large**

Like the guardian, the protector carries a large shield and uses it, along with wide weapon swings, to catch foes off guard. Their unstoppable attacks can't be parried, so be ready to dodge-roll if you need to avoid an attack. As with any enemy with a large health pool, it is advantageous to use fire- or poison-based attacks to keep the damage coming while you are avoiding their attacks.

SCION

EQUIPMENT: **Heavy halberd**

HEALTH: **Medium**

An extremely fast and dangerous foe, the scion is the master of dodging and counterattacks. They have a wide variety of attacks, and finding an opening is extremely tough. Use parry or a perfect dodge to find an opening, or strike just after the scion finishes an attack.

Gear

Assassin's Creed Odyssey offers a large variety of weapons. Each performs in a unique way, providing their own strengths and weaknesses. There are six classifications of weapons: swords, daggers, spears, heavy blunt, heavy bladed, and staves.

These weapons come in four rarities: common, rare, epic, and legendary. The rarity of the item determines the number of perks that item has, imparting bonuses to your stats and abilities. The more powerful the item, based on its rarity, the more raw damage it will do. So sometimes, even though an item may not have the perks you want, it may still do more damage because it has a higher rarity.

This section also lists all of the legendary items and legendary set items found in the game. These items have unique engravings, and once you earn them the engravings can be used on other pieces of gear as well. Engravings found on legendary items are extremely powerful and allow you to really focus on specific abilities to customize your play style any way you see fit.

RARITY	NUMBER OF PERKS
Common	1
Rare	2
Epic	3
Legendary	2, plus 1 unique engraving

SWORDS

The sword is a straightforward, short-range weapon. The first regular attack closes small gaps, so use it to cover short distances. After a parry, triggering a heavy attack performs a very powerful but slow strike that knocks enemies down.

Due to how quickly swords attack, they are very good against fast enemies and are great for adrenaline regeneration. Swords are versatile weapons that can be effectively used against all enemy types.

DAGGERS

Daggers are the fastest weapon, and are dual-wielded. One of the great strengths of using a dagger comes from its lack of knock-back, which allows you to stay close to your target and lock it down. Regular attacks deal damage and regenerate adrenaline quickly, giving you enough time and adrenaline to unleash a devastating finisher. Use the heavy attack to leap across the battlefield while attacking. This is a great way to avoid attacks by quickly changing targets.

SPEARS

If you want to be in melee combat but still keep enemies at range, a spear is an excellent choice. The regular attack moves you forward, while the heavy attack takes a small step back before lunging forward into an attack. While the majority of the attacks are singletarget, the dodge heavy attack and the charge heavy attack hit all nearby enemies. These heavy attacks are a great way to crowd control lesser enemies.

HEAVY BLUNT

The strongest and slowest weapon, the heavy blunt type has both area-of-effect and single-target capabilities. It is by far the best weapon to parry with due to the high damage of each hit.

HEAVY BLADED

Slightly faster than heavy blunt weapons, these weapons offer a good balance between slow and powerful. Because they perform sweeping attacks, they excel at taking down groups of enemies when you use heavy and charged heavy attacks.

STAVES

While seemingly simple, the staff has some hidden tricks. The regular attack is perfect for locking enemies down, while the heavy attack works well for hitting enemies from a safe distance. Using a heavy attack after a parry hits all nearby enemies.

LEGENDARY GEAR

These items are the most powerful available in the game. The following information lists each item, where you can find it, how you obtain it, and any special perks it confers.

SWORDS

GORGONEION XIPHOS

UNIQUE ENGRAVING: Low chance to stun on melee hit

This weapon is found by looting the cultist called "the Hydra."

HARPE OF PERSEUS

UNIQUE ENGRAVING: -25% cooldown duration for all abilities

Find this weapon by looting Medusa in the Petrified Temple on Lesbos.

NIKOLAOS'S SWORD

UNIQUE ENGRAVING: +20% damage with Sparta Kick ability

This weapon is received after you complete the quest *The Wolf of Sparta* in Megaris.

PANDORA'S KOPIS

UNIQUE ENGRAVING: +100% damage and +50% health for tamed beasts

Loot this from the legendary animal "the Nemean Lion," found in Argolis.

PROMETHEUS'S SIKA

UNIQUE ENGRAVING: +15% fire damage and build up

This weapon is found by looting the mercenary called "the Spark."

SWORD OF DAMOKLES

UNIQUE ENGRAVING: +10% to all adrenaline gained

This weapon is found by looting the cultist Deimos.

XIPHOS OF DIONYSOS

UNIQUE ENGRAVING: +20% damage with Hero Strike ability

This weapon is found by looting the cultist Pausanias. He can only be killed during his quest line in the main story.

XIPHOS OF PELEUS

UNIQUE ENGRAVING: +20% damage with Rush Assassination ability

Found in a legendary chest in the Artemisia Fort in Kos.

DAGGERS

ARACHNE'S STINGERS

UNIQUE ENGRAVING : Weapon damage becomes poison damage

This weapon is found by looting the mercenary called "the Weaver."

ATLANTEAN BLADE

UNIQUE ENGRAVING: +30% armor penetration

Found in a chest within the cultist stronghold on Lemnos after opening the vault unlocked by completing Phidias's side quest *Journey's End* in Elis.

DAGGER OF KRONUS

UNIQUE ENGRAVING: +40% damage when attacking from behind

This weapon is found by looting the cultist "Nyx the Shadow."

HEAVY BLUNT

HAMMER OF JASON

UNIQUE ENGRAVING: +20% damage with Shield Breaker ability

Found in a legendary chest at Mycenae in Argolis.

MALLET OF EVERLASTING FLAME

UNIQUE ENGRAVING: Weapon damage becomes fire damage

This weapon is found by looting the mercenary called "the Smoldering."

HERAKLES'S MACE

UNIQUE ENGRAVING: +40% damage with bows when above target

Found in a legendary chest at the Sanctuary of Demeter and Kore in Arkadia.

TYPHON'S MACE

UNIQUE ENGRAVING: +20% damage with charged heavy attack ability

This weapon is found by looting the mercenary/cultist "Exekias the Legend."

HEAVY BLADED

ELYSIAN AXE

UNIQUE ENGRAVING: +20% damage with Rain of Destruction ability

This weapon is found by looting the cultist called "Polemion the Wise."

MINOTAUR'S LABRYS

UNIQUE ENGRAVING: -1 adrenaline cost for Overpower abilities

Find this weapon by looting the Minotaur at the Knossos Palace in Messara.

POLYPHEMOS CYCLOPS BLUDGEON

UNIQUE ENGRAVING: +25% damage on elites and bosses

Find this weapon by looting the Cyclops at the Cave of the Forgotten Isle in Phokis.

STAFFS

ROD OF ASKLEPIOS

UNIQUE ENGRAVING: Convert crit chance to damage (but cannot crit)

This weapon is found by looting the cultist "Iokaste the Seer."

SPEARS

ACHILLES SPEAR

UNIQUE ENGRAVING: +20% damage with Multi-Shot ability

Found in a legendary chest at the Olynthos Fortress in Makedonia.

ATHENA'S SPEAR

UNIQUE ENGRAVING: +25% damage and health while in conquest battles

This weapon is received after you complete the quest *The Final Battle* or *Nemesis*.

FALX OF OLYMPOS

UNIQUE ENGRAVING: +100% damage but health capped to 25%

Found in a legendary chest at the Palace of Amphitrite, underwater in the sea north of Thera.

GRIFFIN'S SCYTHE

UNIQUE ENGRAVING: +20% damage with Spread Shot ability

This weapon is found by looting the mercenary "the Patricidal."

HADES'S BIDENT

UNIQUE ENGRAVING: +20% damage with Ring of Chaos ability

Found in legendary chest at Mount Ithome Fort in Messenia.

HERMES'S KERUKEION

UNIQUE ENGRAVING: +15% poison damage and buildup

This weapon is received after you complete the quest *Let My Patients Go*.

STAFF OF HERMES TRISMEGISTUS

UNIQUE ENGRAVING: Low chance to gain 30% health shield when hit

This weapon is received after you complete the quest *Ancient Revelations*.

POSEIDON'S TRIDENT

UNIQUE ENGRAVING: Breathe underwater

Found in a legendary chest at the Temple of Poseidon on the uncharted island south of Chios.

BOWS

ACHILLES'S BOW

UNIQUE ENGRAVING: +20% damage with Devastating Shot ability

This weapon is found by looting the mercenary "the Marksman."

ARTEMIS'S BOW

UNIQUE ENGRAVING: +20% damage with Predator Shot ability

This weapon is received after you complete the quest *The Daughters of Artemis*.

EROS'S BOW

UNIQUE ENGRAVING: +50% chance to not consume special arrows

Found in a legendary chest at the Andania Mine in Messenia.

FANGED BOW

UNIQUE ENGRAVING: Basic arrows become poison arrows

Found in a legendary chest at the Cave of Mount Zas in Naxos.

HADES'S BOW

UNIQUE ENGRAVING: Basic arrows become fire arrows

This weapon is found by looting the mercenary "of the Ashen Wake."

HERAKLES'S BOW

UNIQUE ENGRAVING: +20% damage with Bull Rush ability

Found in a legendary chest at Koinyra Fortress in Thasos.

PARIS'S BOW

UNIQUE ENGRAVING: +20% damage with Ghost Arrows of Artemis ability

This weapon is found by looting the cultist "Kleon the Everyman."

ARMOR

ACHILLES SET

UNIQUE ENGRAVING: +2% damage dealt restored as health

This set is earned by killing all the cultists of the Heroes of the Cult.

AGAMEMNON SET

UNIQUE ENGRAVING: +50% burning rate

This set is earned by killing all the cultists of the Silver Vein.

ARENA FIGHTER'S SET

UNIQUE ENGRAVING: 10% health restored with Overpower abilities

To earn this set you must complete all Arena fights, then complete them again at maximum level.

ARTEMIS SET

UNIQUE ENGRAVING: +15% damage with Hunter abilities

To earn this set you must complete all of the Daughter of Artemis quests.

ATHENIAN WAR HERO SET

UNIQUE ENGRAVING: All arrows pierce shields

This set is earned by killing all the cultists of the Delian League.

DEMIGOD SET

UNIQUE ENGRAVING: +10% damage with all abilities

Earn this set by looting the cultist Deimos.

GREEK HERO SET

UNIQUE ENGRAVING: +20% all resistances

This set is earned by killing these mercenaries: "the Flash," "the Frenzied," "the Translucent," "the Resplendent," and "the Lucky Drunk."

IMMORTAL SET

UNIQUE ENGRAVING: 20% health restored on death (2-minute cool down)

This set is earned by killing all the cultists of the Worshippers of the Bloodline.

PILGRIM SET

UNIQUE ENGRAVING: -40% adrenaline consumed by Shadow of Nyx ability

Earn this set by finding legendary chests in the Temple of Britomartis at Messara, in the Akropolis of Argos in Argos, in the Sanctuary of Eleusis in Attika, in the Temple of Artemis Orthia in Lakonia, and in the Temple of the Golden Bowed Goddess in Malis.

PIRATE SET

UNIQUE ENGRAVING: +15% damage with Assassin abilities

This set is earned by killing all the cultists of the Gods of the Aegean Sea.

SNAKE SET

UNIQUE ENGRAVING: +10% intoxicated damage and weakening effect

This set is earned by killing all the cultists of the Eyes of Kosmos.

SPARTAN WAR HERO SET

UNIQUE ENGRAVING: +15% damage with Warrior abilities

This set is earned by killing all the cultists of the Pelopponesian League.

Reference

Engravings

This section shows the list of possible engravings, their stats, and their requirements. Engravings can be applied to any piece of equipment. However, there is only one spot available for a custom engraving, and not every piece of gear can equip every type of engraving. Engravings should be chosen to boost your preferred fighting style, and in some cases for special encounters.

While most Engraving types follow a linear progression to unlock the next tier, the Archaeologist Engravings do not. As you explore the world and solve the mysteries of each Ainigmata Ostraka you earn their specific bonus. However, the order in which you solve the Ainigmata Ostraka for each Archaeologist Engraving type does not matter. The first one always rewards you with the tier 1 benefits, the second with the tier 2, etc. What is provided in the table below is the five specific Ainigmata Ostrakas required to provide all five tiers of unlocks for each specific Archaeologist Engraving.

RESTRICTIONS

You cannot put an engraving on an item that already has its benefit by default, even if that engraving would normally fit that piece of gear. For example, if an item has 7% Hunter damage already on it as one of its default perks, you cannot also place the engraving that boosts Hunter damage. You can only ever receive the benefits of a legendary Engraving once. Bonuses from additional applications of the same legendary Engraving are not applied to your character.

NAME OF ENGRAVING	UPGRADES	HOW ACQUIRED	BONUS	MELEE	BOWS	HEAD	ARMS	TOR
Experienced	Tier 1	Reach level2.	+2% Hunter damage	x	x	x	x	x
	Tier 2	Reach level12.	+4% Hunter damage	x	x	x	x	x
	Tier 3	Reach level22.	+6% Hunter damage	x	x	x	x	x
	Tier 4	Reach level32.	+8% Hunter damage	x	x	x	x	x
	Tier 5	Reach level42.	+10% Hunter damage	x	x	x	x	x
Experienced	Tier 1	Reach level3.	+2% Assassin damage	x	x	x	x	x
	Tier 2	Reach Level13.	+4% Assassin damage	x	x	x	x	x
	Tier 3	Reach level23.	+6% Assassin damage	x	x	x	x	x
	Tier 4	Reach level33.	+8% Assassin damage	x	x	x	x	x
	Tier 5	Reach level43.	+10% Assassin damage	x	x	x	x	x
Experienced	Tier 1	Reach level4.	+2% Warrior damage	x	x	x	x	x
	Tier 2	Reach level14.	+4% Warrior damage	x	x	x	x	x
	Tier 3	Reach level24.	+6% Warrior damage	x	x	x	x	x
	Tier 4	Reach level34.	+8% Warrior damage	x	x	x	x	x
	Tier 5	Reach level44.	+10% Warrior damage	x	x	x	x	x
Experienced	Tier 1	Reach level5.	+2% health				x	x
	Tier 2	Reach level15.	+4% health				x	x
	Tier 3	Reach level25.	+6% health				x	x
	Tier 4	Reach level35.	+8% health				x	x
	Tier 5	Reach level45.	+10% health				x	x
Experienced	Tier 1	Reach level6.	+6% total armor				x	x
	Tier 2	Reach level16.	+12% total armor				x	x
	Tier 3	Reach level26.	+18% total armor				x	x
	Tier 4	Reach level36.	+24% total armor				x	x
	Tier 5	Reach level46.	+30% total armor				x	x
Experienced	Tier 1	Reach level7.	+4% fire damage	x	x	x		
	Tier 2	Reach level17.	+8% fire damage	x	x	x		
	Tier 3	Reach level27.	+12% fire damage	x	x	x		
	Tier 4	Reach level37.	+16% fire damage	x	x	x		
	Tier 5	Reach level47.	+20% fire damage	x	x	x		
Experienced	Tier 1	Reach level8.	+4% poison damage	x	x			x
	Tier 2	Reach level18.	+8% poison damage	x	x			x
	Tier 3	Reach level28.	+12% poison damage	x	x			x
	Tier 4	Reach level38.	+16% poison damage	x	x			x
	Tier 5	Reach level48.	+20% poison damage	x	x			x
Experienced	Tier 1	Reach level9.	+5% headshot damage		x	x		
	Tier 2	Reach level19.	+10% headshot damage		x	x		
	Tier 3	Reach level29.	+15% headshot damage		x	x		
	Tier 4	Reach level39.	+20% headshot damage		x	x		
	Tier 5	Reach level49.	+25% headshot damage		x	x		
Experienced	Tier 1	Reach level10.	+1% crit chance		x		x	
	Tier 2	Reach level20.	+2% crit chance		x		x	
	Tier 3	Reach level30.	+3% crit chance		x		x	
	Tier 4	Reach level40.	+4% crit chance		x		x	
	Tier 5	Reach level50.	+5% crit chance		x		x	
Experienced	Tier 1	Reach level11.	+5% crit damage	x	x	x	x	x
	Tier 2	Reach level21.	+10% crit damage	x	x	x	x	x
	Tier 3	Reach level31.	+15% crit damage	x	x	x	x	x
	Tier 4	Reach level41.	+20% crit damage	x	x	x	x	x
	Tier 5	Reach level50.	+25% crit damage	x	x	x	x	x
Alchemist	Tier 1	Inflict damage over time, 100times.	+5% elemental buildup				x	x
	Tier 2	Inflict damage over time, 200times.	+10% elemental buildup				x	x
	Tier 3	Inflict damage over time, 300times.	+15% elemental buildup				x	x
	Tier 4	Inflict damage over time, 400times.	+20% elemental buildup				x	x
	Tier 5	Inflict damage over time, 500times.	+25% elemental buildup				x	x
Archer Slayer	Tier 1	Kill 50archers.	+2% damage with bow charged shot		x			x
	Tier 2	Kill 100archers.	+4% damage with bow charged shot		x			x
	Tier 3	Kill 150archers.	+6% damage with bow charged shot		x			x
	Tier 4	Kill 200archers.	+8% damage with bow charged shot		x			x
	Tier 5	Kill 250archers.	+10% damage with bow charged shot		x			x
Assassin	Tier 1	Assassinate 50enemies.	+5% adrenaline on assassination kill				x	x
	Tier 2	Assassinate 100enemies.	+10% adrenaline on assassination kill				x	x
	Tier 3	Assassinate 150enemies.	+15% adrenaline on assassination kill				x	x
	Tier 4	Assassinate 200enemies.	+20% adrenaline on assassination kill				x	x
	Tier 5	Assassinate 250enemies.	+25% adrenaline on assassination kill				x	x
Dagger Master	Tier 1	Kill 50 enemies while wielding adagger.	+3% damage with daggers	x		x		
	Tier 2	Kill 100 enemies while wielding adagger.	+6% damage with daggers	x		x		
	Tier 3	Kill 150 enemies while wielding adagger.	+9% damage with daggers	x		x		
	Tier 4	Kill 200 enemies while wielding adagger.	+12% damage with daggers	x		x		
	Tier 5	Kill 250 enemies while wielding adagger.	+15% damage with daggers	x		x		
Sharpshooter	Tier 1	Kill 3 enemies within 30 seconds with a bow, 10times.	+2% bow charging speed		x			x
	Tier 2	Kill 3 enemies within 30 seconds with a bow, 20times.	+4% bow charging speed		x			x
	Tier 3	Kill 3 enemies within 30 seconds with a bow, 30times.	+6% bow charging speed		x			x
	Tier 4	Kill 3 enemies within 30 seconds with a bow, 40times.	+8% bow charging speed		x			x
	Tier 5	Kill 3 enemies within 30 seconds with a bow, 50times.	+10% bow charging speed		x			x
Legendary Marksman	Tier 1	Kill 40 distant enemies with abow.	+3% damage with bows on distant targets		x	x		
	Tier 2	Kill 80 distant enemies with abow.	+6% damage with bows on distant targets		x	x		
	Tier 3	Kill 120 distant enemies with abow.	+9% damage with bows on distant targets		x	x		
	Tier 4	Kill 160 distant enemies with abow.	+12% damage with bows on distant targets		x	x		
	Tier 5	Kill 200 distant enemies with abow.	+15% damage with bows on distant targets		x	x		
Legendary Contractor	Tier 1	Complete 5 bounties or warcontracts.	+3% ranged resistance			x	x	
	Tier 2	Complete 10 bounties or warcontracts.	+6% ranged resistance			x	x	
	Tier 3	Complete 15 bounties or warcontracts.	+9% ranged resistance			x	x	
	Tier 4	Complete 20 bounties or warcontracts.	+12% ranged resistance			x	x	
	Tier 5	Complete 25 bounties or warcontracts.	+15% ranged resistance			x	x	
Sniper	Tier 1	Kill 50 enemies withheadshots.	+5% adrenaline on headshot kill		x		x	
	Tier 2	Kill 100 enemies withheadshots.	+10% adrenaline on headshot kill		x		x	
	Tier 3	Kill 150 enemies withheadshots.	+15% adrenaline on headshot kill		x		x	
	Tier 4	Kill 200 enemies withheadshots.	+20% adrenaline on headshot kill		x		x	
	Tier 5	Kill 250 enemies withheadshots.	+25% adrenaline on headshot kill		x		x	
Swift Killer	Tier 1	Kill 3 enemies without being hit, 10times.	+4% movement speed while crouching			x		
	Tier 2	Kill 3 enemies without being hit, 20times.	+8% movement speed while crouching			x		
	Tier 3	Kill 3 enemies without being hit, 30times.	+12% movement speed while crouching			x		
	Tier 4	Kill 3 enemies without being hit, 40times.	+16% movement speed while crouching			x		
	Tier 5	Kill 3 enemies without being hit, 50times.	+20% movement speed while crouching			x		
Beast Slayer	Tier 1	Kill 25 predatoranimals.	+5% damage on animals	x				x
	Tier 2	Kill 50 predatoranimals.	+10% damage on animals	x				x
	Tier 3	Kill 75 predatoranimals.	+15% damage on animals	x				x
	Tier 4	Kill 100 predatoranimals.	+20% damage on animals	x				x
	Tier 5	Kill 125 predatoranimals.	+25% damage on animals	x				x
Bane of Athens	Tier 1	Kill 20 Athenianmarksmen.	+5% damage on Athenian soldiers	x		x		
	Tier 2	Kill 40 Athenianmarksmen.	+10% damage on Athenian soldiers	x		x		
	Tier 3	Kill 60 Athenianmarksmen.	+15% damage on Athenian soldiers	x		x		
	Tier 4	Kill 80 Athenianmarksmen.	+20% damage on Athenian soldiers	x		x		
	Tier 5	Kill 100 Athenianmarksmen.	+25% damage on Athenian soldiers	x		x		
Bane of Sparta	Tier 1	Kill 50 Spartanstrategoi.	+5% damage on Spartan soldiers	x		x		
	Tier 2	Kill 100 Spartanstrategoi.	+10% damage on Spartan soldiers	x		x		
	Tier 3	Kill 150 Spartanstrategoi.	+15% damage on Spartan soldiers	x		x		
	Tier 4	Kill 200 Spartanstrategoi.	+20% damage on Spartan soldiers	x		x		
	Tier 5	Kill 250 Spartanstrategoi.	+25% damage on Spartan soldiers	x		x		
Bane of the Cult	Tier 1	Complete the quest The Serpent's Lair inPhokis.	+4% chance to ignore half damage			x		
	Tier 2	Defeat 3cultists.	+8% chance to ignore half damage			x		
	Tier 3	Defeat 5cultists.	+12% chance to ignore half damage			x		
	Tier 4	Defeat 7cultists.	+16% chance to ignore half damage			x		
	Tier 5	Defeat 9cultists.	+20% chance to ignore half damage			x		
Sword Master	Tier 1	Kill 50 enemies while wielding asword.	+3% damage with swords	x		x		
	Tier 2	Kill 100 enemies wihile wielding asword.	+6% damage with swords	x		x		
	Tier 3	Kill 150 enemies wihile wielding asword.	+9% damage with swords	x		x		
	Tier 4	Kill 200 enemies wihile wielding asword.	+12% damage with swords	x		x		
	Tier 5	Kill 250 enemies wihile wielding asword.	+15% damage with swords	x		x		
Staff Master	Tier 1	Kill 50 enemies while wielding astaff.	+3% damage with staffs	x				
	Tier 2	Kill 100 enemies while wielding astaff.	+6% damage with staffs	x				
	Tier 3	Kill 150 enemies while wielding astaff.	+9% damage with staffs	x				
	Tier 4	Kill 200 enemies while wielding astaff.	+12% damage with staffs	x				
	Tier 5	Kill 250 enemies while wielding astaff.	+15% damage with staffs	x				
Spear Master	Tier 1	Kill 50 enemies while wielding aspear.	+3% damage with spears	x				
	Tier 2	Kill 100 enemies while wielding aspear.	+6% damage with spears	x				
	Tier 3	Kill 150 enemies while wielding aspear.	+9% damage with spears	x				
	Tier 4	Kill 200 enemies while wielding aspear.	+12% damage with spears	x				
	Tier 5	Kill 250 enemies while wielding aspear.	+15% damage with spears	x				
Heavy Bladed Master	Tier 1	Kill 50 enemies while wielding a heavy bladedweapon.	+3% damage with heavy bladed weapons	x				x
	Tier 2	Kill 100 enemies while wielding a heavy bladedweapon.	+6% damage with heavy bladed weapons	x				x
	Tier 3	Kill 150 enemies while wielding a heavy bladedweapon.	+9% damage with heavy bladed weapons	x				x
	Tier 4	Kill 200 enemies while wielding a heavy bladedweapon.	+12% damage with heavy bladed weapons	x				x
	Tier 5	Kill 250 enemies while wielding a heavy bladedweapon.	+15% damage with heavy bladed weapons	x				x
Heavy Blunt Master	Tier 1	Kill 50 enemies while wielding a heavy bluntweapon.	+3% damage with heavy blunt weapons	x				x
	Tier 2	Kill 100 enemies while wielding a heavy bluntweapon.	+6% damage with heavy blunt weapons	x				x
	Tier 3	Kill 150 enemies while wielding a heavy bluntweapon.	+9% damage with heavy blunt weapons	x				x
	Tier 4	Kill 200 enemies while wielding a heavy bluntweapon.	+12% damage with heavy blunt weapons	x				x
	Tier 5	Kill 250 enemies while wielding a heavy bluntweapon.	+15% damage with heavy blunt weapons	x				x
Archaeologist	Tier 1	Complete the Ainigmata Ostraka Happy Hour inMegaris.	+1 Seconds burning duration					x
	Tier 2	Complete the Ainigmata Ostraka Bloody Shame inSalamis.	+2 Seconds burning duration					x
	Tier 3	Complete the Ainigmata Ostraka Grave Discovery inDelos.	+3 Seconds burning duration					x
	Tier 4	Complete the Ainigmata Ostraka Bridging the Gap inBoeotia.	+4 Seconds burning duration					x
	Tier 5	Complete the Ainigmata Ostraka Elbow Grease inAttika.	+5 Seconds burning duration					x
Archaeologist	Tier 1	Complete the Ainigmata Ostraka A Specific General inPhokis.	+1 Seconds intoxicated duration			x		
	Tier 2	Complete the Ainigmata Ostraka Pride of Place inLestris.	+2 Seconds intoxicated duration			x		
	Tier 3	Complete the Ainigmata Ostraka Marbled Morale inMykonos.	+3 Seconds intoxicated duration			x		
	Tier 4	Complete the Ainigmata Ostraka Fire in the Belly inBoeotia.	+4 Seconds intoxicated duration			x		
	Tier 5	Complete the Ainigmata Ostraka Dye Dye Dye inAchaia.	+5 Seconds intoxicated duration			x		
Archaeologist	Tier 1	Complete the Ainigmata Ostraka Bottomless Lake inKephallonia.	+10% crit damage while full health				x	
	Tier 2	Complete the Ainigmata Ostraka Stone Cold inKorinthia.	+20% crit damage while full health				x	
	Tier 3	Complete the Ainigmata Ostraka Procrastinate Now inNaxos.	+30% crit damage while full health				x	
	Tier 4	Complete the Ainigmata Ostraka Prophecy Prevention inElis.	+40% crit damage while full health				x	
	Tier 5	Complete the Ainigmata Ostraka FPO inLesbos.	+50% crit damage while full health				x	
Archaeologist	Tier 1	Complete the Ainigmata Ostraka Heart and Sole inMalis.	+10% crit damage while low health				x	
	Tier 2	Complete the Ainigmata Ostraka An Arm and a Leg inArgolis.	+20% crit damage while low health				x	
	Tier 3	Complete the Ainigmata Ostraka Estate Envy inMykonos.	+30% crit damage while low health				x	
	Tier 4	Complete the Ainigmata Ostraka FPO inKythera.	+40% crit damage while low health				x	
	Tier 5	Complete the Ainigmata Ostraka Showboat inAchaia.	+50% crit damage while low health				x	
Archaeologist	Tier 1	Complete the Ainigmata Ostraka Hound Docked inMegaris.	+2% crit chance while full health			x		
	Tier 2	Complete the Ainigmata Ostraka Odor in the Court inAttika.	+4% crit chance while full health			x		
	Tier 3	Complete the Ainigmata Ostraka Give the Boy a Chance inLakonia.	+6% crit chance while full health			x		
	Tier 4	Complete the Ainigmata Ostraka Stadium Love inBoeotia.	+8% crit chance while full health			x		
	Tier 5	Complete the Ainigmata Ostraka FPO inChios.	+10% crit chance while full health			x		
Archaeologist	Tier 1	Complete the Ainigmata Ostraka A Deal for Freedom inEuboea.	+2% crit chance while low health			x		
	Tier 2	Complete the Ainigmata Ostraka Two of Clubs inArgolis.	+4% crit chance while low health			x		
	Tier 3	Complete the Ainigmata Ostraka Blue Eyed Beauty inSeriphos.	+6% crit chance while low health			x		
	Tier 4	Complete the Ainigmata Ostraka Farming Coin inArkadia.	+8% crit chance while low health			x		
	Tier 5	Complete the Ainigmata Ostraka Tastes Like Chicken inMessenia.	+10% crit chance while low health			x		
Archaeologist	Tier 1	Complete the Ainigmata Ostraka A Finger Tip inPhokis.	+2% damage with heavy weapons					x
	Tier 2	Complete the Ainigmata Ostraka The Floor Is Lava inArgolis.	+4% damage with heavy weapons					x
	Tier 3	Complete the Ainigmata Ostraka FPO in Melos	+6% damage with heavy weapons					x
	Tier 4	Complete the Ainigmata Ostraka Pig Sty inBoeotia.	+8% damage with heavy weapons					x
	Tier 5	Complete the Ainigmata Ostraka Goat's Gruff inAttika.	+10% damage with heavy weapons					x
Archaeologist	Tier 1	Complete the Ainigmata Ostraka Record Sunshine inMegaris.	+2% damage with spears and staffs					
	Tier 2	Complete the Ainigmata Ostraka Killer View inAttika.	+4% damage with spears and staffs					
	Tier 3	Complete the Ainigmata Ostraka Stubborn Mule inNaxos.	+6% damage with spears and staffs					
	Tier 4	Complete the Ainigmata Ostraka Hobby Horsing inArkadia.	+8% damage with spears and staffs					
	Tier 5	Complete the Ainigmata Ostraka Belly Flop inAchaia.	+10% damage with spears and staffs					
Archaeologist	Tier 1	Complete the Ainigmata Ostraka Fatal Attraction inKephallonia.	+2% damage with swords and daggers			x		
	Tier 2	Complete the Ainigmata Ostraka Rock and Roll inKorinthia.	+4% damage with swords and daggers			x		
	Tier 3	Complete the Ainigmata Ostraka Needle in a Haystack inDelos.	+6% damage with swords and daggers			x		
	Tier 4	Complete the Ainigmata Ostraka Strange Disease inArkadia.	+8% damage with swords and daggers			x		
	Tier 5	Complete the Ainigmata Ostraka Foggy Memory inMessenia.	+10% damage with swords and daggers			x		
Archaeologist	Tier 1	Complete the Ainigmata Ostraka Pressed for Time inPhokis.	+2% elemental resistance				x	x
	Tier 2	Complete the Ainigmata Ostraka Turning Tides inKorinthia.	+4% elemental resistance				x	x
	Tier 3	Complete the Ainigmata Ostraka Smoke Signal inKeos.	+6% elemental resistance				x	x
	Tier 4	Complete the Ainigmata Ostraka Soldier to Shoulder inLakonia.	+8% elemental resistance				x	x
	Tier 5	Complete the Ainigmata Ostraka FPO inMakedonia.	+10% elemental resistance				x	x
Archaeologist	Tier 1	Complete the Ainigmata Ostraka Ashes to Ashes inKephallonia.	+3% adrenaline per hit	x			x	
	Tier 2	Complete the Ainigmata Ostraka Backstage Pass inAttika.	+6% adrenaline per hit	x			x	
	Tier 3	Complete the Ainigmata Ostraka Twin Sails inLakonia.	+9% adrenaline per hit	x			x	
	Tier 4	Complete the Ainigmata Ostraka Sweet Tooth inArkadia.	+12% adrenaline per hit	x			x	
	Tier 5	Complete the Ainigmata Ostraka Procession of Bones inMessenia.	+15% adrenaline per hit	x			x	
Archaeologist	Tier 1	Complete the Ainigmata Ostraka Red Scent inLokris.	+4% damage with Overpower abilities	x	x		x	
	Tier 2	Complete the Ainigmata Ostraka FPO inSkyros.	+8% damage with Overpower abilities	x	x		x	
	Tier 3	Complete the Ainigmata Ostraka FPO inMessara.	+12% damage with Overpower abilities	x	x		x	
	Tier 4	Complete the Ainigmata Ostraka Centaur Field inElis.	+16% damage with Overpower abilities	x	x		x	
	Tier 5	Complete the Ainigmata Ostraka FPO inLemnos.	+20% damage with Overpower abilities	x	x		x	
Leader Slayer	Tier 1	Kill 1leader.	+1% all damage	x	x	x	x	x
	Tier 2	Kill 10leaders.	+2% all damage	x	x	x	x	x
	Tier 3	Kill 15leaders.	+3% all damage	x	x	x	x	x
	Tier 4	Kill 20leaders.	+4% all damage	x	x	x	x	x
	Tier 5	Kill 25leaders.	+5% all damage	x	x	x	x	x
Battle Master	Tier 1	Complete 1 conquestbattle.	+3% melee resistance				x	
	Tier 2	Complete 5 conquestbattles.	+6% melee resistance				x	
	Tier 3	Complete 10 conquestbattles.	+9% melee resistance				x	
	Tier 4	Complete 15 conquestbattles.	+12% melee resistance				x	
	Tier 5	Complete 20 conquestbattles.	+15% melee resistance				x	
Mercenary Slayer	Tier 1	Defeat Talos the mercenary	+4% adrenaline per crit	x			x	
	Tier 2	Kill 10mercenaries.	+8% adrenaline per crit	x			x	
	Tier 3	Kill 15mercenaries.	+12% adrenaline per crit	x			x	
	Tier 4	Kill 20mercenaries.	+16% adrenaline per crit	x			x	
	Tier 5	Kill 25mercenaries.	+20% adrenaline per crit	x			x	
Hero of Greece		Complete yourodyssey.	+10% to all adrenaline gained	x	x			
Minos's Legacy		Investigate Minos's legacy inMessara.	+30% armor penetration	x	x			
From the Underworld		Find and defeat the mercenary "of the AshenWake."	Basic arrows become fire arrows	x	x			
The Ritual		Find dark secrets below the ground inNaxos.	Basic arrows become poison arrows	x	x			
Pick a Side		Help collect polemarch seals for generals in Megaris andAttika.	+25% damage and health while in conquest battles	x	x			
Poseidon's Wrath		Explore an uncharted island south ofChios.	Breathe underwater	x	x			
Mining Operation		Investigate the mines of the Great Trench inMessenia.	+50% chance to not consume special arrows	x	x			
Eye See You		Seek out a strange man on the island ofKythera.	+25% damage on elites and bosses	x	x			
Sacred Ground		Loot a temple in centralArkadia.	+20% damage with Bull Rush ability	x	x			
Archery Competition		Find and defeat the mercenary "theMarksman."	+20% damage with Devastating Shot ability	x	x			
Heavily Guarded		Loot a fortress in centralMakedonia.	+20% damage with Multi-Shot ability	x	x			
Followers of Artemis		Complete the quest Daughters of Artemis at the Temple of Artemis inPhokis.	+20% damage with Predator Shot ability	x	x			
The Tower		Loot a fortress in westernMessenia.	+20% damage with Ring of Chaos ability	x	x			
Infiltration		Loot a fort on the island ofKos.	+20% damage with Rush Assassination ability	x	x			
Ancient Ruins		Loot ruins in northernArgolis.	+20% damage with Shield Breaker ability	x	x			
The Wolf		Complete the quest The Wolf of Sparta inMegaris.	+20% damage with Sparta Kick ability	x	x			
Orphaned		Find and defeat the mercenary "thePatricidal."	+20% damage with Spread Shot ability	x	x			
Gift of Fire		Find and defeat the mercenary "theSpark."	+20% fire damage and buildup	x	x			
Sunken Treasure		Explore Minoan ruins deep in the sea between Thera andNaxos.	-1 adrenaline cost for Overpower abilities	x	x			
My Little Physician		Assist a famous physician inArgos.	+15% poison damage and buildup	x	x			
Deadly Toxins		Find and defeat the mercenary "theWeaver."	Weapon damage becomes poison damage	x	x			
Sunken Treasure		Explore Minoan ruins deep in the sea between Thera andNaxos.	+50% elemental buildup with Assassin abilities	x	x			
Orphaned		Find and defeat the mercenary "thePatricidal."	+50% elemental buildup with Hunter abilities	x	x			
Stoneheart		Investigate the Petrified Valley inLesbos.	-25% cooldown duration for all abilities	x	x			
Gift of Fire		Find and defeat the mercenary "theSpark."	+75% elemental damage but -25% physical damage	x	x			
Killing a Legend		Find and defeat the mercenary "theLegend."	+20% damage with charged heavy attack ability	x	x			
King of the Forest		Defeat a legendary beast in southernArgolis.	+100% damage and +50% health for tamed beast	x	x			
King of the Hill		Obtain the Greek Hero Set by defeatingmercenaries.	+20% all resistances					x
Heraklean Task		Loot a fortress on the island ofThasos.	+40% damage with bows when above target	x	x			
Master of the Arena		Become the champion of the Arena inPephka.	+10% health restored with Overpower abilities					x
Temple Run		Obtain the Pilgrim Set by looting sacred temples across the Greekworld.	-40% adrenaline consumed by Shadow of Nyx ability					
Blindsided		Deal with the sage of the Eyes ofKosmos.	+40% backstab damage	x	x			
Obtain Atlantean Blade		FPO	Cursed	x	x			
Terror of the Seas		Deal with the sage of the Gods of the AegeanSea.	+5% chance to stun	x	x			
Fiery Anger		Find and defeat the mercenary "theSmoldering."	Weapon damage becomes fire damage	x	x			
Visions of the Future		Deal with the sage of the Worshippers of theBloodline.	Convert crit chance to damage	x	x			
The Architect		Deal with the sage of the SilverVein.	+20% damage with Rain of Destruction ability	x	x			
The Traitor		Deal with the sage of the Delian League	+20% damage with Ghost Arrows of Artemis ability	x	x			
Regicide		Deal with the sage of the Peloponnesian League	+20% damage with Hero Strike ability	x	x			
Simple Geometry		Investigate the mysterious island ofThera.	20% chance to deflect on hit	x	x			
The Floor Is Lava		Investigate the volcanic island ofNisyros.	Reduce physical damage by 50% and increase elemental damage by100%	x	x			

Abilities

Abilities allow you to build your character to suit your play style. They are divided into a baseline tree and three main ability trees: Hunter, Assassin and Warrior. All Hunter, Assassin, and Warrior abilities have three tiers. We provide all the relevant information on each ability and what is required to purchase the second and third tier of that ability. There are two ability wheels, melee and ranged, to which you must assign abilities after you purchase them if you wish to activate them. Warrior and Assassin active abilities are assigned to the melee ability wheel, while the Hunter active abilities must be assigned to the ranged ability wheel. Each wheel has only four locations in which an ability may be assigned.

Baseline Abilities

These abilities are granted to you at the start of the game except for the Man at Arms ability. Baseline abilities do not require you to spend ability points in order to upgrade. Instead, the ones that can be upgraded each have their own specific requirement.

Summon Phobos

AVAILABLE: After completing the *So It Begins* quest

TIERS: 1

With this ability you can call your horse, Phobos, to your side. If you use this ability while running, Phobos will catch up with you and you will auto-mount your steed. This is a great way to quickly traverse an area or escape from overwhelming odds. Keep in mind, Phobos cannot be summoned in dangerous areas (where the radar area of the HUD is red). It is also possible to stand up in the saddle and leap from Phobos's back to engage quickly in combat if the need arises.

Meditation

AVAILABLE: Start of game

TIERS: 1

This ability allows you to progress time from day to night or night to day as long as you are not currently in combat.

Eyes of Ikaros

AVAILABLE: Start of game

TIERS: 3

TIER 2 UPGRADE REQUIREMENT: Synchronize 25 waypoints

TIER 3 UPGRADE REQUIREMENT: Synchronize 35 waypoints

At tier 1, when you activate the Eyes of Ikaros you control Ikaros to locate targets and tag enemies. When this ability upgrades to tier 2, Ikaros gains an increased accuracy when locating targets and tagging enemies. Additionally, Ikaros can now harass targets you are currently engaged with, which is especially useful when fighting multiple opponents. At tier 3 Ikaros's accuracy is further increased.

Assassination

AVAILABLE: Start of game

TIERS: 1

If you are currently sneaking and the enemies nearby haven't been alerted to your presence, you may perform an Assassin attack. This attack uses your Assassin damage, which deals considerably more damage than a Hunter or Warrior attack. To increase the damage potential of this ability, equip items with boosts to Assassin damage and choose and upgrade abilities in the Assassin ability tree.

Leap of Faith

AVAILABLE: Start of game

TIERS: 3

TIER 2 UPGRADE REQUIREMENT: Reach level 20

TIER 3 UPGRADE REQUIREMENT: Reach level 40s

This ability keeps you from dying when jumping from great heights. However, at tier 1 you still suffer damage when you land. The higher the fall, the more damage you receive. Jumping from too great of a height into combat should be avoided until this ability upgrades. At tier 2, jumps from any height no longer cause damage. This grants you freedom when traversing terrain regardless of the height. At tier 3, while you are falling you can press your heavy attack button to perform a ground smash, which stuns all nearby enemies.

Whistle

AVAILABLE: Start of game

TIERS: 1

Whistle is a powerful ability that allows you to attract an enemy's attention, causing them to investigate the general area it originates from. Whistling can be used to separate large groups of enemies and lure them to areas where you can assassinate them away from prying eyes. Additionally, this ability can summon your trusty steed as long as you are not in combat locations and are in the open.

Man at Arms

AVAILABLE: Level 15

TIERS: 2

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 3

The Man at Arms ability allows you to quickly switch between two melee weapons you have equipped from your inventory. This allows you to better customize the boosts you receive from equipment to better tailor your approach to any situation. At tier 2 you gain an additional ability wheel for Warrior and Assassin abilities.

Defensive Maneuvers

AVAILABLE: Start of game

TIERS: 1

This ability grants you two types of defense, dodge and parry. Dodging an attack is typically the best form of defense, as it completely avoids damage and is useful when fighting enemies that perform unblockable attacks. However, the proper use of a well-timed parry staggers the attacker and any nearby opponents, granting you a brief moment during which your target is vulnerable.

Recruit

AVAILABLE: After completing the *Learning the Ropes* quest

TIERS: 1

The Recruit ability is a powerful tool to make your trips on the *Adrestia* a bit safer by hiring a lieutenant to improve the abilities of your ship. If you use knockout damage to defeat foes, they are then available to be recruited when you approach them on the ground. Be sure to use Ikaros to view enemies and see what useful abilities they would have when serving aboard the *Adrestia*. You have a limited amount of space aboard the ship, so choose carefully.

Hunter Abilities

Hunter abilities require you to spend ability points. These abilities almost exclusively boost your bow attacks and grant you active abilities. The Hunter abilities Sixth Sense and Beast Master are useful to any class archetype. Focusing most of your ability points in this ability tree not only makes you deadly at ranged combat, but also grants you the knowledge of how to craft powerful arrows and even how to tame local predators.

Sixth Senses

AVAILABLE: Level 1

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

When and if an enemy spots you, this ability slows down time for five seconds for all enemies in your area. If you are using your bow during this time your arrows automatically lock on to enemies you aim near. Sixth Sense also increases your Hunter damage by an additional 50%, which increases your incentive to use your bow during this time. At tier 2, time slows for 6 seconds and aimed arrows deal an additional 75% Hunter damage. At tier 3, time slows for 8 seconds, and aimed arrows deal an additional 100% Hunter damage.

Spread Shot

AVAILABLE: Level 1

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the ranged ability wheel to be used. Spread Shot fires three arrows that spread out horizontally, each inflicting your current Hunter damage. This is a great tool for attacking multiple opponents that are grouped together. At tier 2 this ability fires five arrows and special arrows can be used. At tier 3 this ability fires seven arrows, and multiple shots on a shielded enemy will break their shield.

Predator Shot

AVAILABLE: Level 1

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the ranged ability wheel to be used. If you want to be a powerful sniper with your bow, Predator Shot is the perfect ability to take. When you activate this ability you can fire an extremely powerful arrow that deals an additional 150% Hunter damage to your target and travels 25% farther. Additionally, your vision shifts to follow the arrow in flight, and you can control it slightly to guarantee you hit your target wherever you choose. At tier 2 the damage is increased to 200% Hunter damage, the distance of your shot is increased by 88%, and special arrows may now be used. At tier 3 the damage is increased to 250% Hunter damage, and the distance is increased to 150%.

Arrow Master

AVAILABLE: Level 5

TIER 2 UPGRADE REQUIREMENT: None

TIER 3 UPGRADE REQUIREMENT: Level 16

Arrow Master allows you to craft your own special arrows in the Inventory menu by selecting the quiver. At tier 1 you can craft paralyzing arrows, which knock out enemies so they can be recruited later. At tier 2 you can start crafting fire and poison arrows, which are extremely potent when combined with Fire Mastery and Poison Mastery. Tier 3 grants you knowledge on how to craft explosive arrows. These arrows cause massive damage in a small area of effect and become even more powerful when combined with Spread Shot.

Multi-Shot

AVAILABLE: Level 5

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the ranged ability wheel to be used. Multi-Shot is an amazing ability that allows you to target up to four enemies by moving your targeting reticle over them. Once they are locked in you shoot an arrow to each target that deals an additional 50% Hunter damage. This is great for dealing with large groups of smaller enemies. At tier 2 Multi-Shot deals an additional 100% Hunter damage to six enemies, and special arrows can be used to devastating effect. At tier 3 this ability deals an additional 150% Hunter damage to eight enemies.

Devastating Shot

AVAILABLE: Level 5

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the ranged ability wheel to be used. Devastating Shot deals an enormous 100% additional Hunter damage and increases the effectiveness of fire and poison arrows by an additional 50%. At level 5 the only way to take advantage of this is to either shoot arrows through a fire source (such as torches and braziers for fire arrows) or to learn the skill Venomous Attacks (for poison arrows). Tier 2 is where this skill truly shines, since you can now use special arrows with this ability. Additionally, you deal 150% additional Hunter damage, while fire and poison arrows are 75% more effective. At tier 3 your arrow inflicts an additional 250% Hunter damage while your fire and poison arrow effectiveness becomes 200% more powerful.

Beast Master

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: None

TIER 3 UPGRADE REQUIREMENT: Level 16

Beast Master is a passive ability that you may utilize when knocking predator animals unconscious by using knockout damage and then approaching them to tame them just as you would if you were recruiting a lieutenant. It is important to note that elite or legendary animals cannot be tamed. Tamed animals are very effective at distracting and killing enemies but can be easily overwhelmed and killed if surrounded. At tier 1 the only animal you can tame is a wolf. At tier 2 the list of animals that can be tamed increases to leopards, lions, and lynx as well. At tier 3 you can also tame bears, which are extremely powerful companions.

Rain of Destruction

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the ranged ability wheel to be used. Rain of Destruction is an extremely powerful ability that hits all enemies in a small area of effect (3 meters) for 200% additional Hunter damage. As this ability is activated you are required to move the targeting reticle on the ground to the area you want the ability to trigger in. The perfect time to unleash this ability is when enemies are grouped tightly together on patrols or when they are just socializing. At tier 2 the area of effect is increased to 5 meters, the Hunter damage is increased to 250% additional damage, and special arrows can be used. At tier 3 the area of effect remains the same, but the Hunter damage is increased to 350% additional damage.

Archery Master

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: None

TIER 3 UPGRADE REQUIREMENT: Level 16

Archery Master is the perfect ability to grab when specializing in the Hunter ability tree. This ability increases your Hunter damage by 20%, and when you activate any of your special abilities in the Hunter tree they no longer consume standard arrows, which can save you a considerable amount of resources. At tier 2 Hunter damage is increased by 30% and headshot damage is increased by 20%. Additionally, if one of your adrenaline segments is partially drained it automatically refills once you exit combat, which is a great way to be prepped for your next encounter.

Overpower Bow Strike

AVAILABLE: Level 16

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

Overpower Bow Strike does not need to be assigned to be used. It is a powerful Hunter attack that deals an additional 900% Hunter damage and explodes on impact, damaging any nearby foes. This ability consumes three adrenaline segments, which is a massive cost early on until you start leveling your Spear of Leonidas to have a higher maximum adrenaline. At tier 2 this attack deals 1,100% additional Hunter damage. At tier 3 this attack deals 1,400% additional Hunter damage.

Ghost Arrows of Artemis

AVAILABLE: Level 23

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the ranged ability wheel to be used. This allows you to shoot a ghostly arrow that can slip through shields, enemies, and even walls. This attack deals 120% additional Hunter damage. The Ghost Arrows of Artemis make fighting shielded enemies trivial, as well as enemies that run for cover after taking down a few targets with ranged attacks. Tier 2 allows you to use special arrows as well, which can massively boost the damage potential of this attack. Tier 3 increases the damage to 160% additional Hunter damage.

Warrior Abilities

Warrior abilities require you to spend ability points. These abilities almost exclusively boost your melee attacks and grant you active abilities. The Warrior abilities Second Wind, Gear Master, Flaming Attacks, and Fire Mastery are useful to any class archetype. Focusing most of your ability points in this ability tree makes you a formidable enemy in melee combat and nearly impervious to all but the most powerful foes.

Bull Rush

AVAILABLE: Level 1

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. When you activate this ability you dodge backward and then rush forward a short distance, briefly knocking down any enemies in your path in the direction you are facing. Bull Rush deals an additional 150% Warrior damage to any foes struck by this ability, even if they are blocking. At tier 2 the damage is increased to an additional 200% Warrior damage. At tier 3 the damage is increased to an additional 300% Warrior damage, and then you follow up with a heavy smash attack for even more damage.

Sparta Kick

AVAILABLE: Level 1

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. The Sparta Kick is a powerful ability that deals an additional 60% Warrior damage and knocks a target back and down even if they are blocking. If this is used when an enemy has low health, it does not kill them. Instead they are knocked out and may be recruited as a lieutenant on the *Adrestia* if you wish. At tier 2 the Sparta Kick does an additional 100% Warrior damage. At tier 3 this ability does an additional 150% Warrior damage and can hit multiple targets.

Charged Heavy Attack

AVAILABLE: Level 1

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. When you activate this ability it takes time to charge up. Once it is fully charged, if you unleash it upon an enemy it can either knock them down and away or break the guard of an enemy with a shield. This attack does normal Warrior damage. At tier 2 the Warrior damage of this attack is increased by an additional 50%. At tier 3 the damage remains the same but the charge time is reduced by 25%.

Second Wind

AVAILABLE: Level 5

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. If you get in trouble or start to get overwhelmed, Second Wind is a life saver. This ability restores 25% of your maximum health and is useful for any class archetype. At tier 2 the health restored by this ability is increased to 35%. At tier 3 the health restored by this ability is increased to 50% and any fire and poison status effects you are currently affected by are removed.

Weapons Master

AVAILABLE: Level 5

TIER 2 UPGRADE REQUIREMENT: None

TIER 3 UPGRADE REQUIREMENT: Level 16

Weapons Master is a passive ability that directly increases your Warrior damage by 20%. This is a crucial upgrade if you want to stay above the power curve when facing enemies. The damage boost from this ability makes up for using weapons that are one or two levels below your current level. At tier 2 the Warrior damage is increased to 30% and your critical hit chance is increased by 5%. At tier 3 the Warrior damage is increased to 40% and your critical hit chance is increased by 10% total. Additionally, when you perform combo finishers that incorporate light and heavy attacks, the finisher does more damage.

Shield Breaker

AVAILABLE: Level 5

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. When performing this attack you can break small shields on enemies you face and inflict 50% additional Warrior damage. Shield Breaker is extremely valuable when facing Athenian soldiers, since they typically have shields equipped. It is important to note this ability does not affect elite enemies with large shields, and if you are facing them, you should swap this ability out for something more useful. At tier 2 this ability becomes essential, since it can now break every type of enemy shield while stunning your foe. The damage this attack does at tier 2 is increased to 60% additional Warrior damage. At tier 3 this ability deals 150% additional Warrior damage and the destroyed shield explodes, damaging all nearby enemies.

Ring of Chaos

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. Ring of Chaos creates a shocking blast that stuns any enemies surrounding you in a 3-meter area of effect and deals an additional 50% Warrior damage. This ability is great when facing off against multiple enemies, allowing you to focus on finishing one enemy off while the others are stunned. At tier 2 the area of effect is increased to 5 meters and Ring of Chaos deals an additional 80% Warrior damage. At tier 3 the area of effect is increased to 7 meters and the ability deals 150% additional Warrior damage.

Gear Master

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: None

TIER 3 UPGRADE REQUIREMENT: Level 16

Gear Master is a passive ability that boosts your survivability greatly by increasing your armor by 30%. Taking this ability can mean the difference between life and death when encountering multiple elites and mercenaries. At tier 2 your armor is increased by 60% and you suffer 10% less damage from ranged attacks, making you very tough. At tier 3 your armor is increased by 90%, and ranged attacks hitting you are reduced by 20%. Additionally, there is a 10% chance that whenever an enemy attacks you they are staggered briefly.

Flaming Attacks

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. When this ability is activated it infuses your melee weapon and standard arrows with fire for 15 seconds. The enemy must be hit enough times for fire to trigger. Once it triggers, the enemy begins burning, which causes the enemy to suffer damage over time. At tier 2 the duration is increased to 20 seconds. At tier 3 the duration is increased to 25 seconds and the cooldown is removed for activating this ability.

Overpower Attacks

AVAILABLE: Level 16

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

Overpower Attacks may be activated at any time as long as you have the required three adrenaline segments needed to power this ability. These extremely powerful attacks unleash a strike on your target that varies based on the weapon you are wielding. At tier 2 the Overpower Attacks ability increases damage and efficiency. At tier 3 damage and efficiency increase significantly.

Fire Mastery

AVAILABLE: Level 16

TIER 2 UPGRADE REQUIREMENT: None

TIER 3 UPGRADE REQUIREMENT: None

If you chose to use Flaming Attacks or you use fire arrows from the Arrow Master skill, you should take this passive ability, since it increases the buildup time of fire attacks by 25%. This means that it requires fewer fire attacks to trigger the burning effect (where enemies suffer damage over time). At tier 2 fire buildup is increased by 40% and burning lasts an additional 4 seconds, which means more ticks of fire damage suffered by that enemy. At tier 3 the fire buildup time is increased to 60% and the burning duration is increased by 6 seconds total. Tier 3 also increases the burning damage suffered by enemies by 40%, making this an essential tool when activating the Flaming Attacks ability.

Battlecry of Ares

AVAILABLE: Level 23

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. Your attacks now inflict 20% more damage for 10 seconds, and all enemy attacks are non-lethal. Battlecry of Ares is an excellent tool for defeating large numbers of enemies or elites. Additionally, this ability can be used to avoid death when your health is critically low, giving you a short time to escape or recover health by using the Second Wind ability. At tier 2, all damage is increased by 35% for 15 seconds. At tier 3, the damage is increased to 50% more damage for 20 seconds. Additionally, for every successful hit you have against the enemy, your attack damage is boosted.

Assassin Abilities

Assassin abilities require you to spend ability points. These abilities almost exclusively boost your attacks when made from stealth, and they grant you active abilities. Many abilities in this tree boost other abilities in the ranged and melee combat trees and affect your environment in unique ways. Focusing most of your ability points in this ability tree allows you to reveal secrets in the world and makes your assassination attacks so strong that all but the most powerful of enemies die in a single attack.

Shadow Assassin

AVAILABLE: Level 1

TIER 2 UPGRADE REQUIREMENT: None

TIER 3 UPGRADE REQUIREMENT: Level 16

This passive ability greatly affects the damage you do by boosting assassin and knockout damage by an additional 20%. Shadow Assassin also triggers if your assassination attack kills an enemy, letting you automatically loot their body. This grants you the freedom to quickly move around dangerous locations while eliminating threats. At tier 2 the assassination and knockout damage is increased by 30% and the critical damage is increased by 25%. At tier 3 assassination and knockout damage is increased by 40% and critical damage is increased by 50%. Additionally, performing assassinations grants you one additional adrenaline segment. If you want your assassination attacks to remain capable of one-shotting enemies it is imperative to level this ability as quickly as possible.

Venomous Attacks

AVAILABLE: Level 1

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. When this ability is activated it infuses your melee weapon and standard arrows with poison for 15 seconds. The enemy must be hit enough times for poison to trigger. Once it triggers, the enemy becomes intoxicated, which causes the enemy to suffer damage over time while simultaneously weakening their attacks and defense. At tier 2 the duration is increased to 20 seconds. At tier 3 the duration is increased to 25 seconds.

Revelation

AVAILABLE: Level 1

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

Revelation is an extremely useful passive ability that allows you to reveal all lootable items and hidden passages within 15 meters. Additionally, every enemy within 15 meters is tagged, making exploration in dark areas much easier and safer. At tier 2 this effect is increased to 20 meters. At tier 3 the radius is increased to 30 meters.

Rush Assassination

AVAILABLE: Level 5

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. Using Rush Assassination is an excellent way to cover ground quickly by assassinating enemies from range. Once you throw the Spear of Leonidas at a target you have a couple seconds while time is slowed to throw it at one additional target. Both of these targets suffer normal assassination damage. At tier 2 the damage is increased to deal 30% additional Assassin damage and it can be chained a total of two times. At tier 3 the damage is increased to deal 50% additional Assassin damage and can be chained a total of three times.

Poison Mastery

AVAILABLE: Level 16

TIER 2 UPGRADE REQUIREMENT: None

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

you use poison arrows from the Arrow Master skill, you should take this passive ability since it increases the buildup time of poison attacks by 25%. This means that it requires fewer poison attacks to trigger the intoxication effect, where enemies suffer a decrease in their damage and armor. At tier 2 poison buildup is increased by 40% and intoxication lasts an additional 4 seconds, which means more ticks of poison damage suffered by that enemy. At tier 3 the poison buildup time is increased to 60% and the intoxication duration is increased by 6 seconds total. Tier 3 also increases the effects of intoxication on enemies by 25%, making this an essential tool when activating the Venomous Attacks ability.

Vanish

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. Vanish is great for players who want to remain hidden or need to escape a deadly encounter. When Vanish is activated a burst of light stuns all nearby enemies for 6 seconds. During this time, you can quickly retreat to an area that allows you to become hidden. If you attack any enemy that is stunned it breaks the stun effect. At tier 2 the stun effect lasts for 8 seconds. At tier 3 the stun duration is increased to 10 seconds.

Critical Assassination

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

Critical Assassination is a passive ability that can be triggered by performing Assassin attacks. This ability boosts Assassin damage by an additional 100% and can only be performed while out of combat. Polemarch and mercenary enemies typically cannot be defeated with Assassin attacks. However, with Critical Assassination and specializing in boosting Assassin damage you can come quite close. The massive amount of damage these enemies receive puts them in a position that you can easily exploit to defeat them. At tier 2 the Assassin damage of this ability is increased by an additional 150%. At tier 3 the Assassin damage is increased an additional 200%.

Hero Strike

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. It's a powerful strike that uses the Spear of Leonidas to inflict 60% Assassin damage to a target. Hero Strike is one of the most powerful melee attacks you can unleash since it uses Assassin damage. Even at 60% it is typically 5-10 times more powerful than normal Hunter or Warrior damage. At tier 2 the damage of this attack is increased to 80% Assassin damage. At tier 3 Hero Strike deals normal Assassin damage.

Call to Arms

AVAILABLE: Level 10

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. Call to Arms can be used to summon a lieutenant you have recruited aboard the *Adrestia* to attack enemies. This ability only lasts 30 seconds, so be sure to take advantage of the additional help while you can. At tier 2 the duration of the summons is increased to 40 seconds. At tier 3 the lieutenant you summon is enraged and stays in the area for 50 seconds.

Stealth Master

AVAILABLE: Level 16

TIER 2 UPGRADE REQUIREMENT: None

TIER 3 UPGRADE REQUIREMENT: None

The Stealth Master passive ability reduces the noise from your movement as well as the noise generated from assassinations. This is an excellent skill to take if you want to challenge yourself by attempting to silently murder your way through heavily guarded fortresses. At tier 2 the enemy's ability to detect you while you're crouched is reduced, making it even easier to pull off assassination attacks. At tier 3 your Assassin attack damage is boosted, as is your out-of-combat attack damage.

Slow Time

AVAILABLE: Level 16

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. When you activate Slow Time, time is slowed for 5 seconds. This grants you an amazing advantage over enemies and is especially useful when fighting against tough mercenaries or in the Arena. At tier 2 the slow time duration is increased to 7 seconds. At tier 3 the slow time duration is increased to 10 seconds.

Shadow of Nyx

AVAILABLE: Level 23

TIER 2 UPGRADE REQUIREMENT: Spear of Leonidas level 2

TIER 3 UPGRADE REQUIREMENT: Spear of Leonidas level 5

This ability must be assigned to the melee ability wheel to be used. When you activate this ability, you must stand still in order for it to take effect. After a few seconds, you become completely invisible, but adrenaline is rapidly consumed. This ability should only be used to escape dire situations when you find yourself in over your head. At tier 2, moving does not expose you, but attacking or walking into a target does. At tier 3 moving or aiming a bow does not expose you, but attacking or walking into someone still does. Additionally, adrenaline is now consumed more slowly.

Reference

The Adrestia

The *Adrestia* is the ship you receive after defeating the Cyclops and rescuing Barnabas at the beginning of the game. Once you choose to leave Kephallonia, you are granted command of the ship and given a brief tutorial on how to control her. The *Adrestia* is a magnificent vessel but can only remain so if you keep her upgraded and in fighting shape. This requires a lot of resources but makes you quite formidable, especially when facing off against multiple opponents, which happens often.

Ship Stats

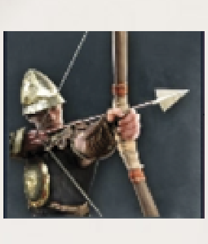
There are six ship stats that make up the strength of the *Adrestia:* Ship Health, Arrow Damage, Ramming Damage, Javelin Damage, Fire Damage, and Ship Armor. Each of these stats increases based on your current level, the lieutenants you are using, and that particular stat's relevant upgrade path.

Ship Health and Ship Armor are both boosted by purchasing hull upgrades. These can be found under *Ship & Crew Endurance*. Arrow Damage can be boosted by purchasing upgrades in Arrow Volleys and Arrows, which can be found under *Arsenal* and *Weapons Damage*, respectively. Ramming Damage is one of the most powerful attacks your ship has, and it can be boosted by purchasing ram upgrades under *Weapons Damage*. Fire Damage is gained only by purchasing the first upgrade of Fire Braziers under *Arsenal*. This amazing attack allows you to switch normal arrows and javelins to fire versions.

Ship Upgrades

Ship upgrades can be expensive, so make sure you are hunting for resources on land and at sea. Every upgrade also requires a significant amount of drachmae, so be careful when spending money at the blacksmith to make sure the *Adrestia*'s stats don't suffer.

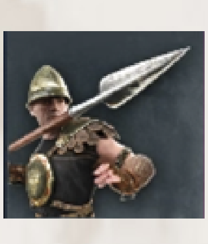
Arsenal



ARROW VOLLEYS

Arrow Volleys Upgrades

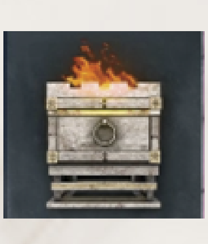
TIER	SOFT LEATHER	IRON METAL	OLIVE WOOD	ANCIENT TABLETS	DRACHMAE	EFFECT
1	0	0	0	0	0	Shoot 1 arrowvolley.
2	60	0	105	0	1,090	Shoot 2 successive arrow volleys and reduce arrow reload time by5%.
3	220	0	130	2	2,320	Shoot 3 successive arrow volleys and reduce reload time by10%.
4	670	0	400	5	7,090	Shoot 4 successive arrow volleys and reduce reload time by20%.



JAVELIN THROWS

Javelin Throws Upgrades

TIER	SOFT LEATHER	IRON METAL	OLIVE WOOD	ANCIENT TABLETS	DRACHMAE	EFFECT
1	0	0	0	0	0	Shoot 1 javelinthrow.
2	60	60	105	0	1,090	Shoot 2 successive javelin throws and reduce javelin reload time by5%.
3	130	130	220	2	2,320	Shoot 3 successive javelin throws and reduce javelin reload time by10%.
4	400	400	670	5	7,090	Shoot 4 successive javelin throws and reduce javelin reload time by20%.



FIRE BRAZIERS

Fire Braziers Upgrades

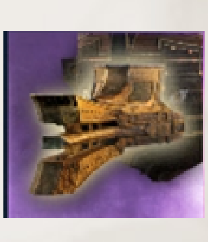
TIER	SOFT LEATHER	IRON METAL	OLIVE WOOD	ANCIENT TABLETS	DRACHMAE	EFFECT
1	0	75	105	1	1,090	Unlocks the ability to shoot fire arrows and fire javelins. Three fire power segmentsavailable.
2	0	90	130	2	1,400	Four fire power segments available. Fire duration increased by10%.
3	0	215	355	3	3,770	Five fire power segments available. Fire duration increased by20%.
4	0	655	1,090	9	11,550	Six fire power segments available. Fire duration increased by50%.

Weapons Damage

ARROWS

Arrows Upgrades

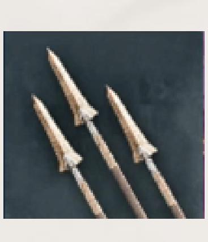
TIER	SOFT LEATHER	IRON METAL	OLIVE WOOD	ANCIENT TABLETS	DRACHMAE	EFFECT
1	0	0	0	0	0	Base damage and weak pointcreation.
2	0	80	130	2	1,400	Arrow damage increased by 5%. Weak point creation increased by10%.
3	0	215	355	3	3,770	Arrow damage increased by 10%. Weak point creation increased by20%.
4	0	655	1,090	9	11,550	Arrow damage increased by 25%. Weak point creation increased by40%.



RAM

Ram Upgrades

TIER	SOFT LEATHER	IRON METAL	OLIVE WOOD	ANCIENT TABLETS	DRACHMAE	EFFECT
1	0	0	0	0	0	Base damage and weak pointcreation.
2	80	0	130	2	1,400	Ramming damage and weak point creation increased by5%.
3	130	0	215	3	2,270	Ramming damage and weak point creation increased by10%.
4	240	0	400	4	4,260	Ramming damage and weak point creation increased by15%.
5	445	0	740	7	7,840	Ramming damage and weak point creation increased by20%.
6	835	0	1390	11	14,740	Ramming damage increased by 50% and weak point creation increased by40%.

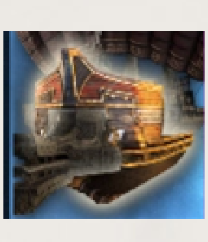


JAVELINS

Javelins Upgrades

TIER	SOFT LEATHER	IRON METAL	OLIVE WOOD	ANCIENT TABLETS	DRACHMAE	EFFECT
1	0	0	0	0	0	Base damage and weak pointcreation.
2	0	80	130	2	1,400	Javelin damage increased by 5%. Weak point creation increased by10%.
3	0	215	355	3	3,770	Javelin damage increased by 10%. Weak point creation increased by20%.
4	0	655	1,090	9	11,550	Javelin damage increased by 25%. Weak point creation increased by40%.

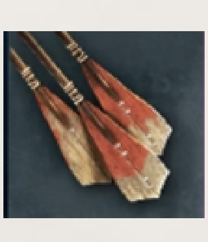
Ship & Crew Endurance



HULL

Hull Upgrades

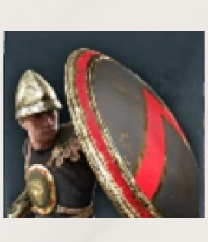
TIER	SOFT LEATHER	IRON METAL	OLIVE WOOD	ANCIENT TABLETS	DRACHMAE	EFFECT
1	0	0	0	0	0	Base Ship Health and Ship Armor. One lieutenant may berecruited.
2	0	80	130	2	1,400	Base Ship Health and Armor increased by 5%. Two lieutenants may berecruited.
3	0	130	215	3	2,270	Base Ship Health and Armor increased by 10%. Three lieutenants may berecruited.
4	0	240	400	4	4,260	Base Ship Health and Armor increased by 15%. Four lieutenants may berecruited.
5	0	445	740	7	7,840	Base Ship Health and Armor increased by 20%. Four lieutenants may berecruited.
6	0	835	1,390	11	14,740	Base Ship Health and Armor increased by 50%. Four lieutenants may berecruited.



ROWER STAMINA

Rower Stamina Upgrades

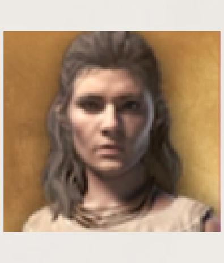
TIER	SOFT LEATHER	IRON METAL	OLIVE WOOD	ANCIENT TABLETS	DRACHMAE	EFFECT
1	0	0	0	0	0	Base Rower Stamina and Rower Stamina refillrate.
2	60	0	105	0	1,090	Rower Stamina and Rower Stamina refill rate increased by10%.
3	130	0	220	2	2,320	Rower Stamina and Rower Stamina refill rate increased by20%.
4	400	0	670	5	7,090	Rower Stamina and Rower Stamina refill rate increased by50%.

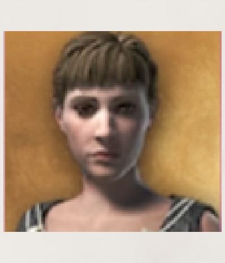


CREW ARMOR

Crew Armor Upgrades

TIER	SOFT LEATHER	IRON METAL	OLIVE WOOD	ANCIENT TABLETS	DRACHMAE	EFFECT
1	0	0	0	0	0	Base bracing damage receivedreduced.
2	400	240	0	4	4,260	Bracing damage reduction and fire damage reduction of10%.
3	1,390	835	0	11	14,740	Bracing damage reduction and fire damage reduction of25%.

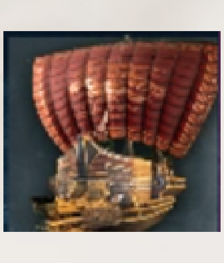


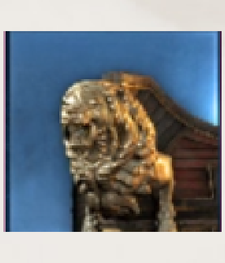


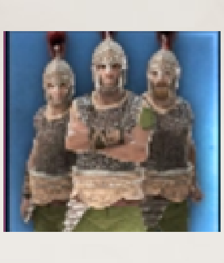
SPECIAL LIEUTENANTS

Lieutenants are enemy soldiers you have recruited or people you have met on your travels and helped in some way. These individuals come with abilities that boost stats on the *Adrestia*. The higher the rarity of an individual the more stats and strength of stats they possess. With enemies you can see their stats before you decide if you want to recruit them by using Ikaros and targeting them. For other people you must into the Ship menu and hover your cursor over them when accessing the special lieutenants area.

There is a limited amount of space for lieutenants, so if you find your hold full of special characters it is possible to dismiss them from duty. As you upgrade the ship hull you can assign more lieutenants, stacking even more bonuses.







SHIP COSMETICS

There are three types of cosmetics in *Assassin's Creed Odyssey*. These cosmetics do not affect gameplay in any way, except to customize your ship's and crew's appearance. The three cosmetics categories are Ship Hull & Sails, the Figurehead, and the Crew. You must scour the world of ancient Greece to find these items by exploring locations. Some of these are also earned by completing quests and vanquishing unique ships.

SHIP COSMETICS LOCATIONS

Crew Design

TYPE	NAME	LOCATION
Rare	Spartan	Ariabignes Shipwreck near the Isle of Salamis
Epic	Elite Spartan	Prototype Trireme of Ameinokles north of Korinth
Rare	Athenian	Phaleron Sunken Harbor west of Phaleron Sandy Bay in Attika
Uncommon	Bandits (Male)	Sunken Wreck of Datis near Delos
Uncommon	Bandits (Female)	Sunken Wreck of Datis near Delos
Epic	Cult of Kosmos Guards (Male)	Palace of Amphitrite northeast of Thera
Epic	Cult of Kosmos Guards (Female)	Palace of Amphitrite northeast of Thera
Epic	Cultists	Kill the Hydra
Rare	Followers of Ares (Male)	Dorion Underwater Cave just south of the Messenia & Lakonia peninsula
Rare	Followers of Ares (Female)	Dorion Underwater Cave just south of the Messenia & Lakonia peninsula
Legendary	Daughters of Artemis	After finishing Daughters of Artemis Hunt with Leader
Legendary	Gladiators	Finish the last stage of the Arena
Uncommon	Persians	Persian Remains north of Lokris
Rare	Barbarians	Underwater Cavern east of Attika
Epic	Olympic Athlete (Male)	Win at the Olympics
Epic	Olympic Athlete (Female)	Win at the Olympics
Epic	Monger Thugs	Kill the cultist, Monger

Figureheads

TYPE	NAME	LOCATION
Uncommon	Lion	Alecto Shipwreck, Boeotia-Megaris
Uncommon	Eagle	Poseidon's Fury
Uncommon	Snakes	Shipwreck of Nestor—South Messenia
Legendary	Minotaur	After killing the Minotaur
Rare	Pegasus	Olympic Shipwreck, West of Ellis
Rare	Octopus	Attila Shipwreck
Rare	Sphinx	Complete the Sphinx quest
Legendary	Medusa	After killing Medusa

Ship Design

TYPE	NAME	LOCATION
Epic	Bull	Defeat the Alpha Ship in the North Ionian Sea
Rare	Kraken	Complete the Recruitment Drive side quest on Keos Island
Legendary	Minotaur	Underwater Cavern south of Makedonia in between two peninsulas
Rare	Black Sails	Defeat the Alpha Ship between the North Makedonian and West Thracian Seas
Rare	Hydra	Defeat the Alpha Ship in the North Aegean Sea
Uncommon	Faun	Phoibean Lagoon northeast of Argolis
Rare	Red Emblem	Defeat the Alpha Ship in the North Mirtoan Sea
Rare	Star Emblem	Shipwreck of Dionysos and the Pirate southwest of Naxos
Rare	Hydra Emblem	Defeat the Alpha Ship in the northern part of the West Icarion Sea
Legendary	Cerberus	Pavlopetri southwest of the Dioskouroi Peninsula in Lakonia
Rare	Flower	Defeat the Alpha Ship in the East Thracian Sea
Epic	Axe	Defeat the Alpha Ship in the West Mirtoan Sea
Epic	Thyphon	Defeat the Alpha Ship in the North Karpathos Sea
Epic	Medusa	Defeat the Alpha Ship in the East Mediterranean Sea
Uncommon	Snakes	Stormfall Bay northwest of Lesbos
Epic	Cubic	Defeat the Alpha Ship in the Gulf of Makedon
Legendary	Gorgon	Defeat the Alpha Ship in the Central Mediterranean Sea
Legendary	Bird	Defeat the Alpha Ship in the South Ionian Sea
Rare	Pegasus	Hermit's Dive north of Messara
Rare	Chimera	Smugglers Shipwreck south of Euboea

ASSASSIN'S CREED ODYSSEY

Reference

Achievements and Trophies

ACHIEVEMENT/TROPHY	DESCRIPTION	PS4 TROPHY POINTS	PS4 TROPHY TYPE	XBOX GAMERSCORE
This isSparta!	Complete Battle of300.	15	Bronze	10
An Odyssey in the Making	Complete Episode1.	15	Bronze	15
Past Mistakes	Complete Episode2.	15	Bronze	15
Evil Unearthed	Complete Episode3.	15	Bronze	15
The Bright Minds	Complete Episode4.	15	Bronze	15
From the Ashes	Complete Episode5.	15	Bronze	15
Democracy Falls	Complete Episode6.	15	Bronze	15
Legend in the Making	Complete Episode7.	15	Bronze	15
Taking Back Athens	Complete Episode8.	30	Silver	20
Odyssey's End	Complete Episode 9 andEpilogue.	90	Gold	50
Child of Poseidon	Complete all underwater locationobjectives.	30	Silver	15
Make It Your Own	Engrave your first item. Visit a blacksmith and select any piece of found or bought gear and pay the resource cost for theengraving.	15	Bronze	15
You Work for Me Now	Recruit and assign a legendary NPC for yourship.	15	Bronze	15
Shiny!	Acquire and equip your first legendaryitem.	15	Bronze	15
I am Legend	Equip 1 legendary melee weapon and 5 legendary armorpieces.	30	Silver	30
Are You NotEntertained?!	Become champion of the Arena. Defeat all competitors at theArena.	30	Silver	30
Demigod	Reach level50.	15	Bronze	15
Godly Power	Acquire a tier 3 active ability. You must progress in the story and upgrade the Spear of Leonidas to tier 5 by hunting and defeatingcultists.	15	Bronze	15
Legacy Restored	Upgrade your spear to tier6.	30	Silver	30
Top of the Food Chain	Become the first place mercenary. Kill all other mercenaries ranked higher than you to achieve thisgoal.	15	Bronze	20
The Cult Unmasked	Defeat all the cultists of the Cult ofKosmos.	30	Silver	30
Stink Eye	Recover the Cyclops eye from a goat on Kephalonia. After killing the Cyclops, you have a chance to get the eye from thegoat.	15	Bronze	15
Hermes's Homie	Discover every region in theworld.	15	Bronze	20
In Perseus's Image	Defeat Medusa. For strategy on how to defeat this foe, please see our Osyssey Main Questschapter.	15	Bronze	20
A-Maze-ingVictory!	Defeat the Minotaur. For strategy on how to defeat this foe, please see our Odyssey Main Questschapter.	15	Bronze	20
Eye on the Prize	Defeat the Cyclops. For strategy on how to defeat this foe, please see our Odyssey Main Questschapter.	15	Bronze	20
Riddle Me This	Outwit the Sphinx. For strategy on how to defeat this foe, please see our Odyssey Main Questschapter.	15	Bronze	15
Lord of the Seas	Fully upgrade theAdrestia.	30	Silver	30
The Argonauts	Fully crew the Adrestia with legendary lieutenants. These can be recruited by knocking out mercenaries and assisting someNPCs.	30	Silver	30
Master of the Hunt	Complete the Daughters of Artemisquestline.	15	Bronze	20
Everybody Benefits	Complete Markos'squestline.	15	Bronze	20
Trust Me, I'm a Doctor	Complete the Hippokratesquestline.	15	Bronze	20
A Pirate's Life for Me	Complete Xenia'squestline.	15	Bronze	20
Going For Gold	Complete the Olympicquestline.	30	Silver	30
Scourge of the Aegean	Sink your first epicship.	15	Bronze	15
Blood Sport	Defeat a mercenary in theArena.	15	Bronze	20
Harder, Better, Faster, Stronger	Upgrade the Adrestia for the firsttime.	15	Bronze	20
Fashion's Creed	Equip a legendary armor set. See the Legendary Gear section of this chapter to see which items to obtain, andhow.	15	Bronze	15
Aphrodite's Embrace	Spend the night with another character. For more information on romance options, please see our Side Questschapter.	15	Bronze	15
One Head Down...	Defeat a full cluster of cultists in the Cult ofKosmos.	30	Silver	30
Birthright	Discover Atlantis and speak withPythagoras.	15	Bronze	15
Ramming Speed	Cleave a ship in half. In naval combat, reduce a ship to low health and then ram the side of the ship while rowing at fullspeed.	15	Bronze	15
I Have the Power	Perform an Overpower Attack with every weapon type. You must purchase the Overpower Attacks active ability in both the Hunter and Warrior abilitytrees.	15	Bronze	15
War Master	Kill the leader of any Region with low resources, other thanMegaris.	15	Bronze	15
Misthios In Training	Complete 20 bounties, war contracts, or naval quests from message boards. Message boards are found in towns or on theAdrestia.	15	Bronze	20
Island Hopper	Complete 20 quests on Pephka, Obsidian, and Abantisislands.	90	Gold	50
Infamous	Raise your bounty to the maximum level. Steal items where you can be seen by NPCs and kill innocents to quickly raise your bountylevel.	15	Bronze	15
Hero for Hire	Win your first conquest battle on land for any region, except Megaris main storyquest.	15	Bronze	15

PRIMA GAMES

ASSASSIN'S CREED ODYSSEY

The World of Ancient Greece

Concept Art and Characters

Alexios & Kassandra

A legendary broken spear and a mysterious lineage is all you have to guide you on your quest. Growing up in Sparta, you were surrounded by a loving family, and were trained in combat like a true warrior. When tragedy struck, and you were rejected by your family, you set off on an epic journey, going from outcast mercenary to legendary Spartan hero, and looking to uncover the truth about your past. Your only clue is the broken spear of Leonidas, an ancient weapon of incredible power famously used by the great king of Sparta. It is the key to the secrets of your bloodline.

Leonidas

Legendary Spartan Hero

The king of Sparta who defied the elders, the oracle, and the gods to lead a small group of soldiers against the Persian army in the battle of the 300 at Thermopylae. He may have lost that battle and his life, but his bravery paved the way for the victories to come and gave birth to a legend. You now carry his spear, a family heirloom, passed down so you may discover the truth of your bloodline.

Sokrates

The Philosopher

Brilliant, courageous, and always an interesting conversationalist, Sokrates' modern thinking gained him favour with the intellectual elite of Athens. He's a staunch believer in Athenian ideologies and a formidable foe in arguments, with a legendary capacity for wine. He's also your friend and mentor, and will be a source of great knowledge in your journey.

Barnabas

The Storyteller

Your loyal travel companion and a man of the sea, Barnabas is a commercial shipper who offers his boat and small crew as a way for you to leave Kephallonia. An ex-soldier, he has contacts all over Ancient Greece, and always has valuable information about mercenary contracts, local leaders, and new quests. He will often recount tales of your adventures and how the gods have influenced them.

Phoibe

The Protégé

A young girl from Athens now orphaned on Kephalonia, Phoibe is living a childhood not unlike your own. Because of this, you have formed a solid friendship, and she looks up to you as a mentor and role model. Phoibe's feistiness and stubbornness may cause you problems, but her independence will ultimately lead to her own adventure.

Aspasia

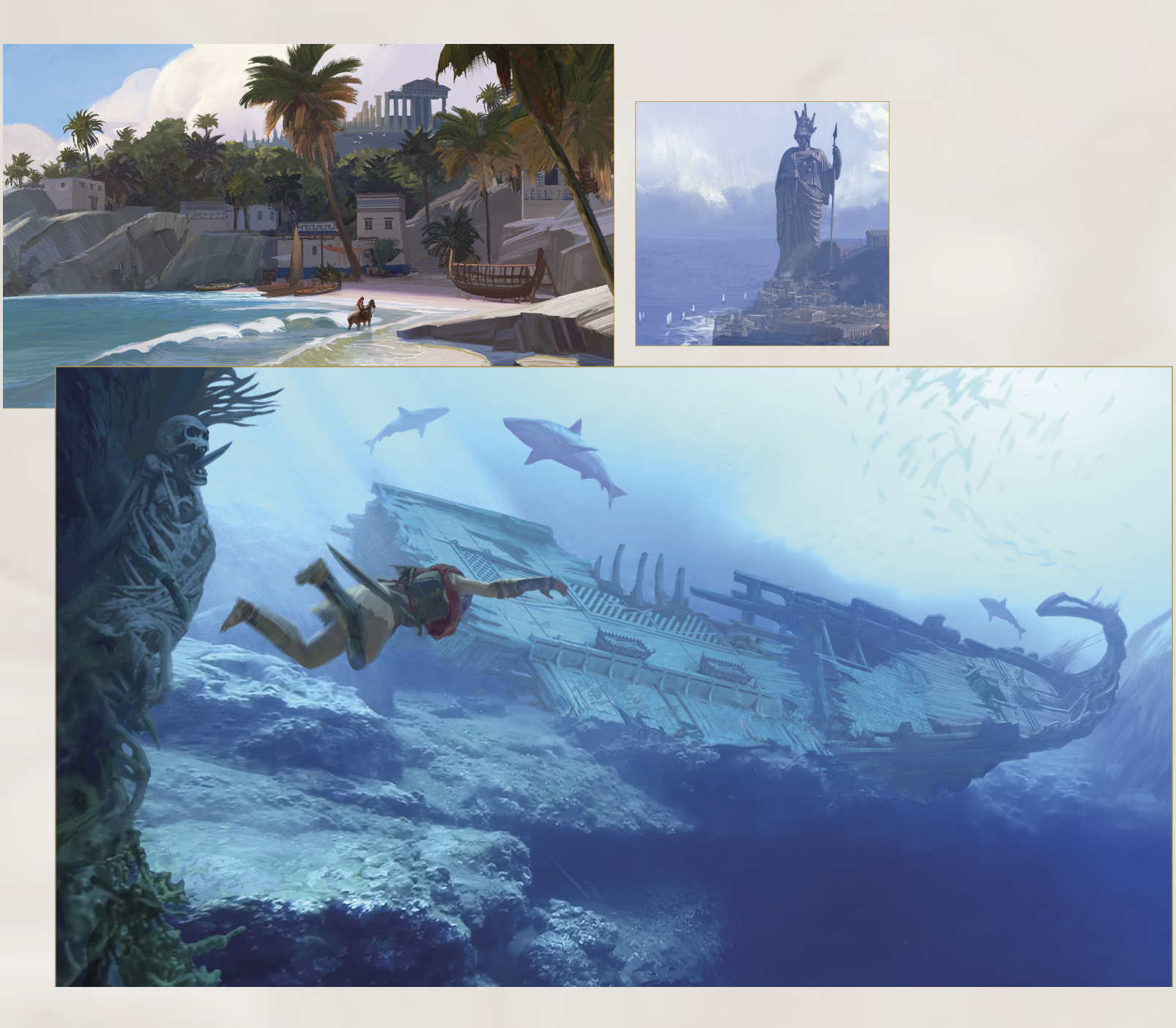
The Influencer

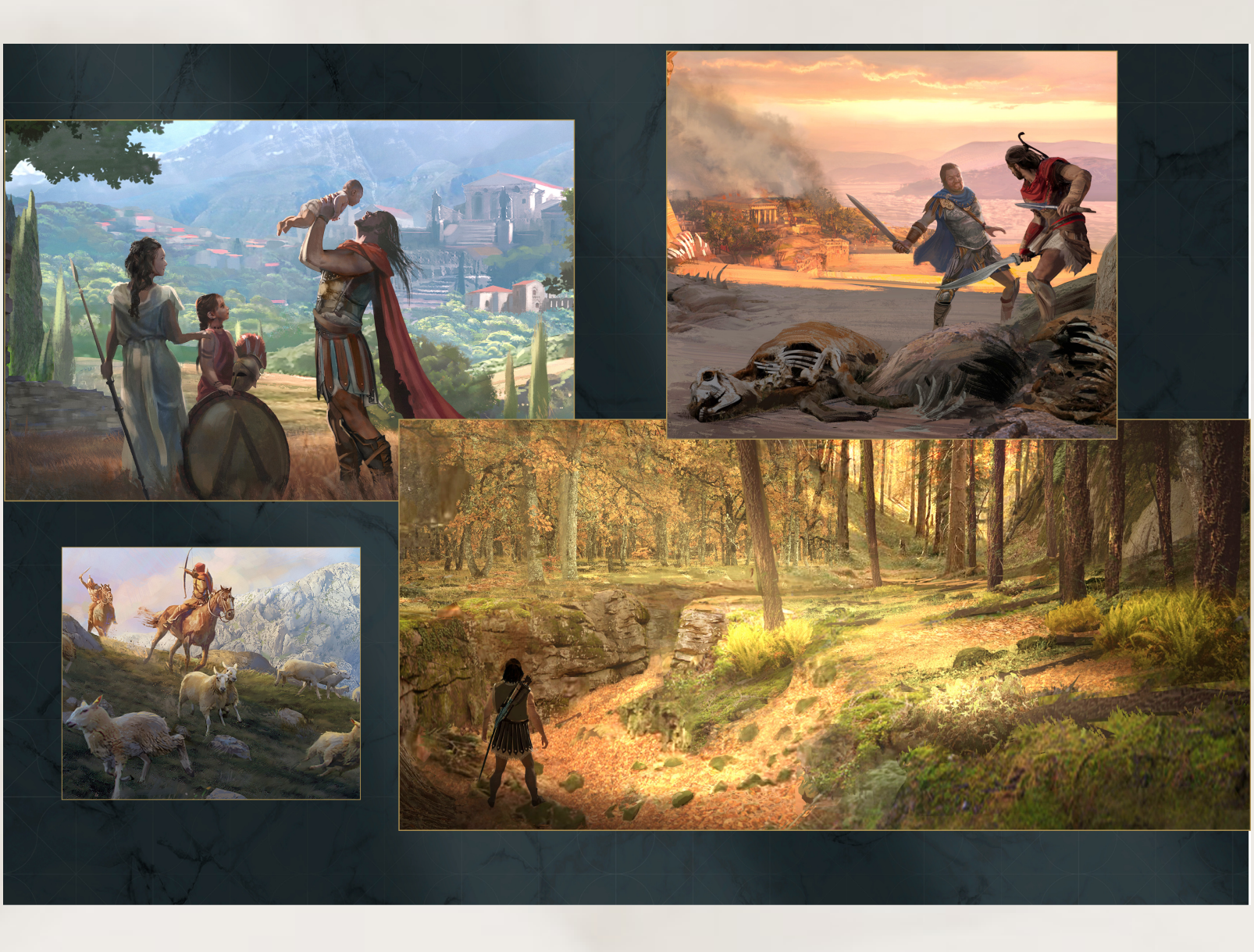
A brilliant thinker and speaker, Aspasia enjoys a place at the center of Athens's vibrant intellectual community. Exceedingly beautiful, she shed the life of a normal Athenian woman to reinvent herself as a hetaera, an Athenian high society courtesan. Always at the side of her partner, Perikles, she hosts events and parties for the great thinkers, artists, and politicians of the time.

Herodotos

The Historian

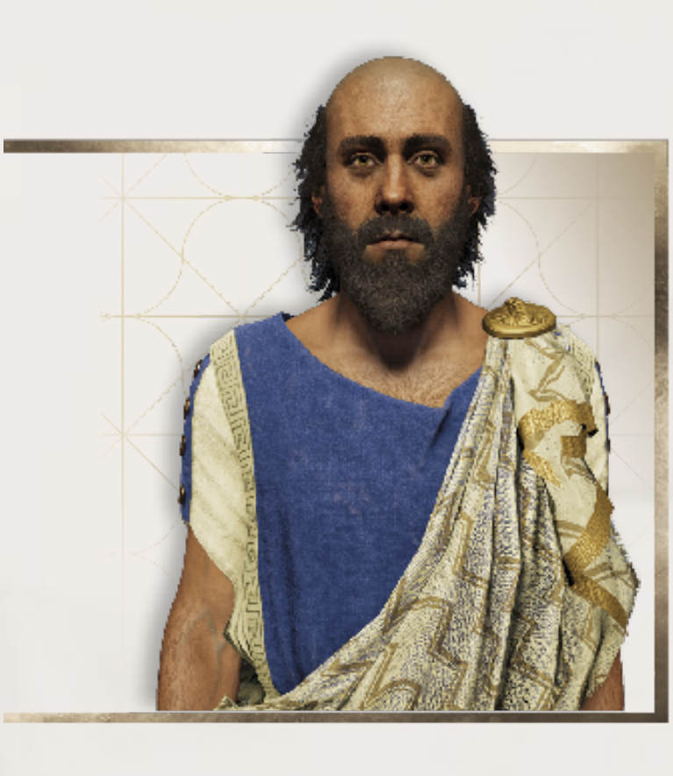
A Greek writer who is widely known as the first historian, Herodotos could be known as "The Father of History" or "The Father of Lies," depending on who you ask. He travels with you on your ship, documenting your odyssey as it progresses. His historical accounts may sometimes err a little too far on the side of storytelling, but isn't that how legends are created?





Hippokrates

The Physician



Widely thought of as the father of modern medicine, Hippokrates is famous for his important and lasting contributions to the field. However, some of the more religious citizens of Greece see his methods as controversial – he thinks he can manipulate a fate that the gods have already decided? Therefore, in the most religious places, those who need his help approach him secretly to receive proper treatment.

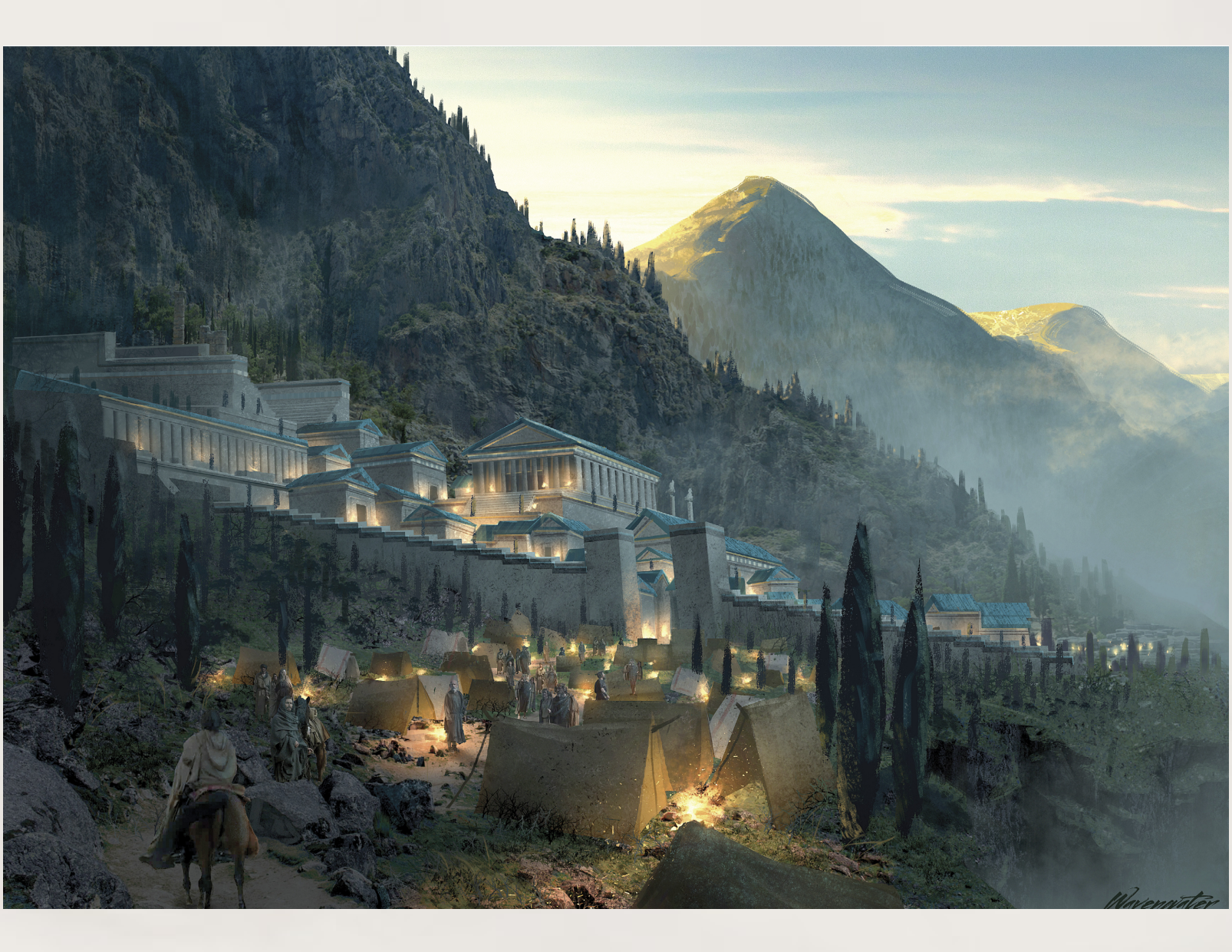
Perikles

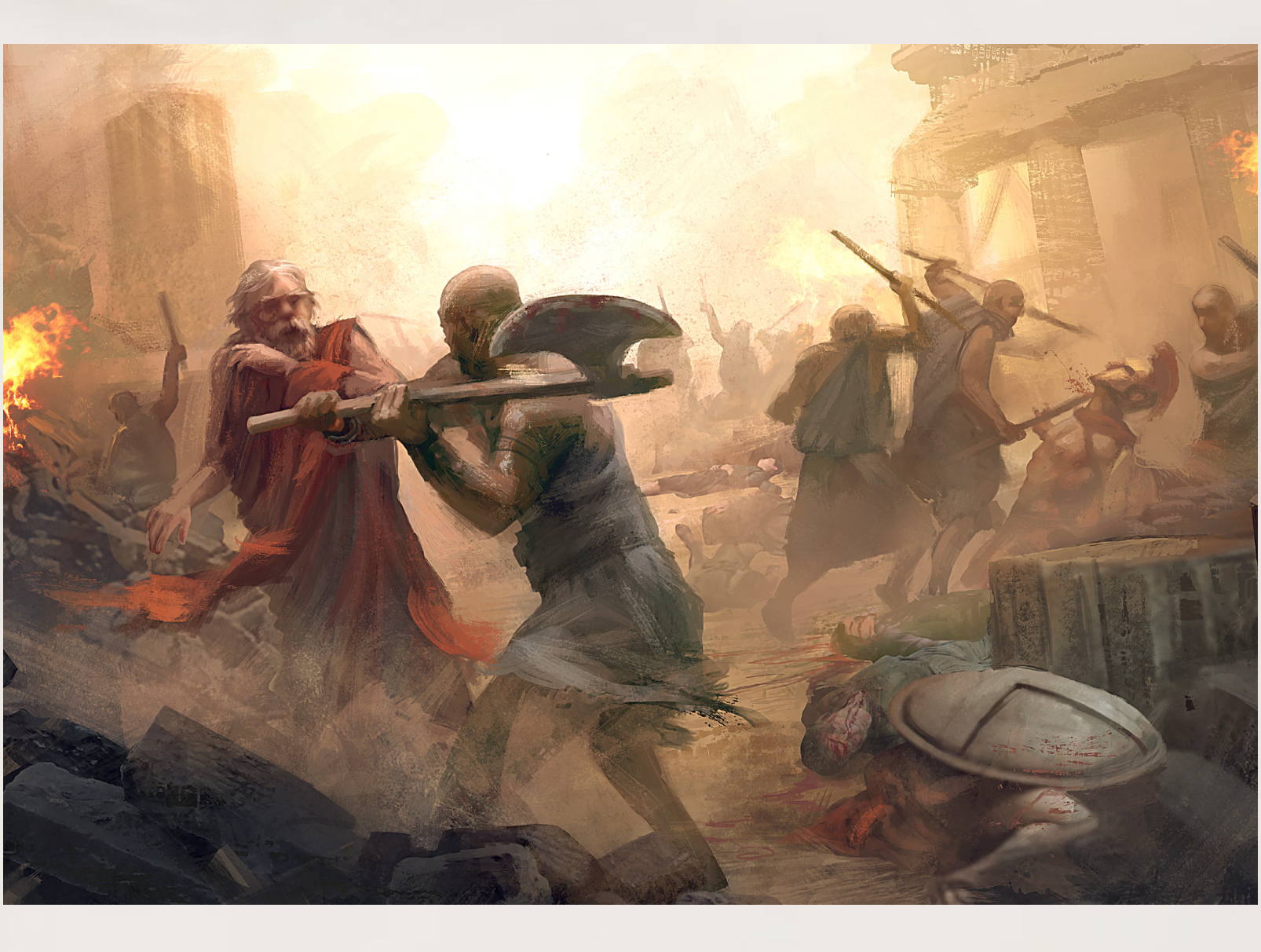
The Visionary

Faced with the wrath of the Spartan army on his doorstep, Perikles, as the elected leader of Athens, must fight to protect the blossoming Golden Age of Greece. He is stoic, scheming, blue blooded and aristocratic, but his refusal to meet Sparta on the battlefield casts him as uncaring in the eyes of the suffering Athenians. In reality he has built this new Athens for his partner Aspasia, and refuses to engage the Spartans because he cannot see his city burn, especially with her in it.

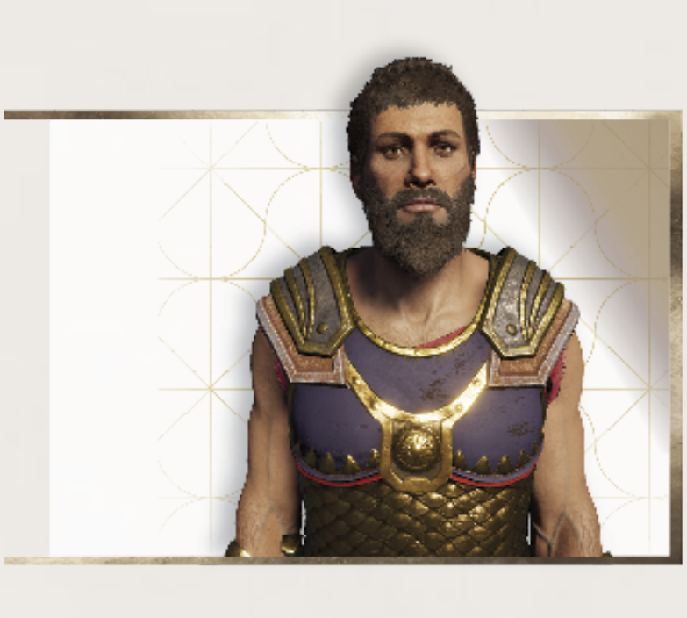
Alkibiades

Alkibiades is a hedonist, driven only by his personal ambitions and carnal desires. Having grown up in the house of Perikles, he has only known the greatest riches Greece has to offer. But Alkibiades knows the era of Perikles and Kleon will come to an end and it will be time for men of his generation to rise up and rule Athens, Greece, and maybe the world.



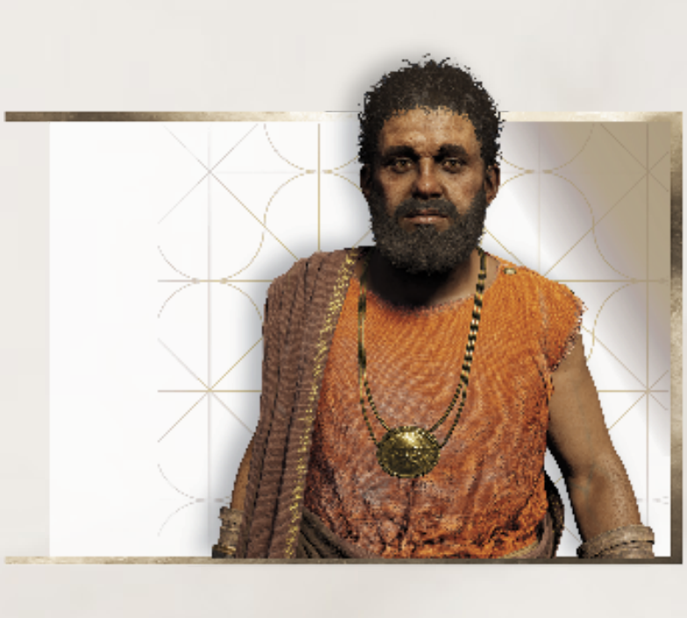


Brasidas



Brash, bold, and quick to act, Brasidas is all the things other Spartan generals are not. He is a new kind of Spartan, and he believes that he is fighting for a new kind of Sparta. Brasidas fights for Sparta because, in his mind, they are the only hope Greece has for liberation from the Athenian controllers. He was relatively unknown in his youth, his family life was modest and his possessions were few. A great general in his own right, he was also a teacher of generals in the Spartan army.

Markos



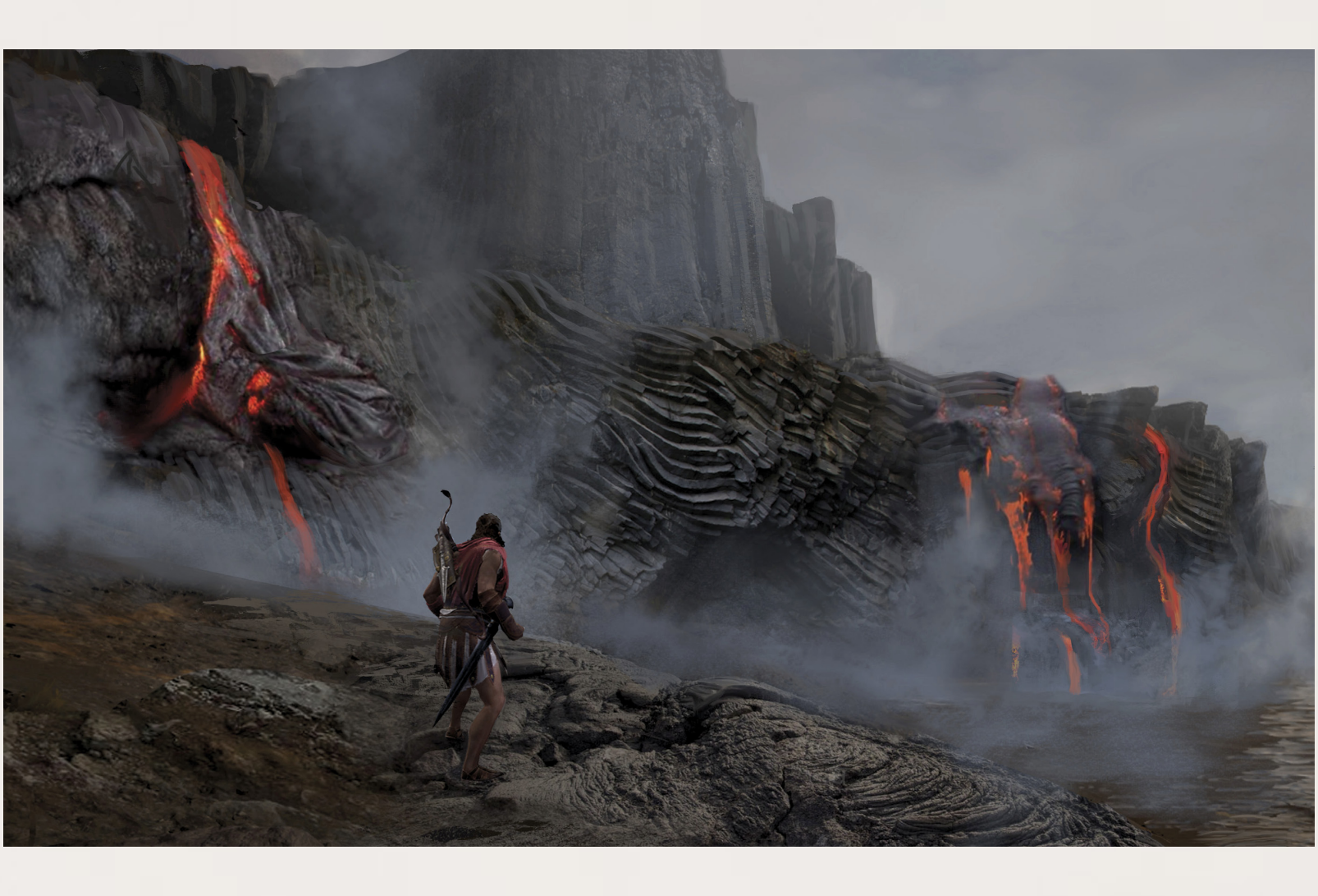
An upbeat merchant living on Kephalonia who is obviously slimy and owes our hero a lot of money from his numerous failed "get rich quick" schemes over the years. However he is kind, and has a soft spot for our hero, taking them in as a child when they had nowhere else to go.

Stentor

A Spartan lieutenant in the army occupying Megaris, he is the adopted son of Nikolaos, and seeks only to make his adopted father proud. He is arrogant and looks down on outsiders, but he can be smart, competent, and trustworthy - if you are a Spartan.

KLEON

Coming from a family of peasants, and growing up with neither wealth nor royalty, Kleon is Athens's first self-made politician. But he wants more than simple wealth —Kleon lusts for power. With Sparta at Athens's walls, burning Athenian farms and starving the people, Kleon rises to challenge Perikles's rule of the once great city. Where once there was order, Kleon brings chaos. Where once there was cold logic, Kleon froths the masses into a fury. He will stop at nothing to have Athens under his control, and to use its might to rule the known world.



Nikolaos

A proud Spartan general, he will stop at nothing to maintain his honour and integrity. He lives haunted by a tragic past, but his notoriety as a fearless warrior in the Spartan army has led him to rise up the ranks to general. Many believe that Nikolaos will be the man who leads Sparta to glory against the Athenians.

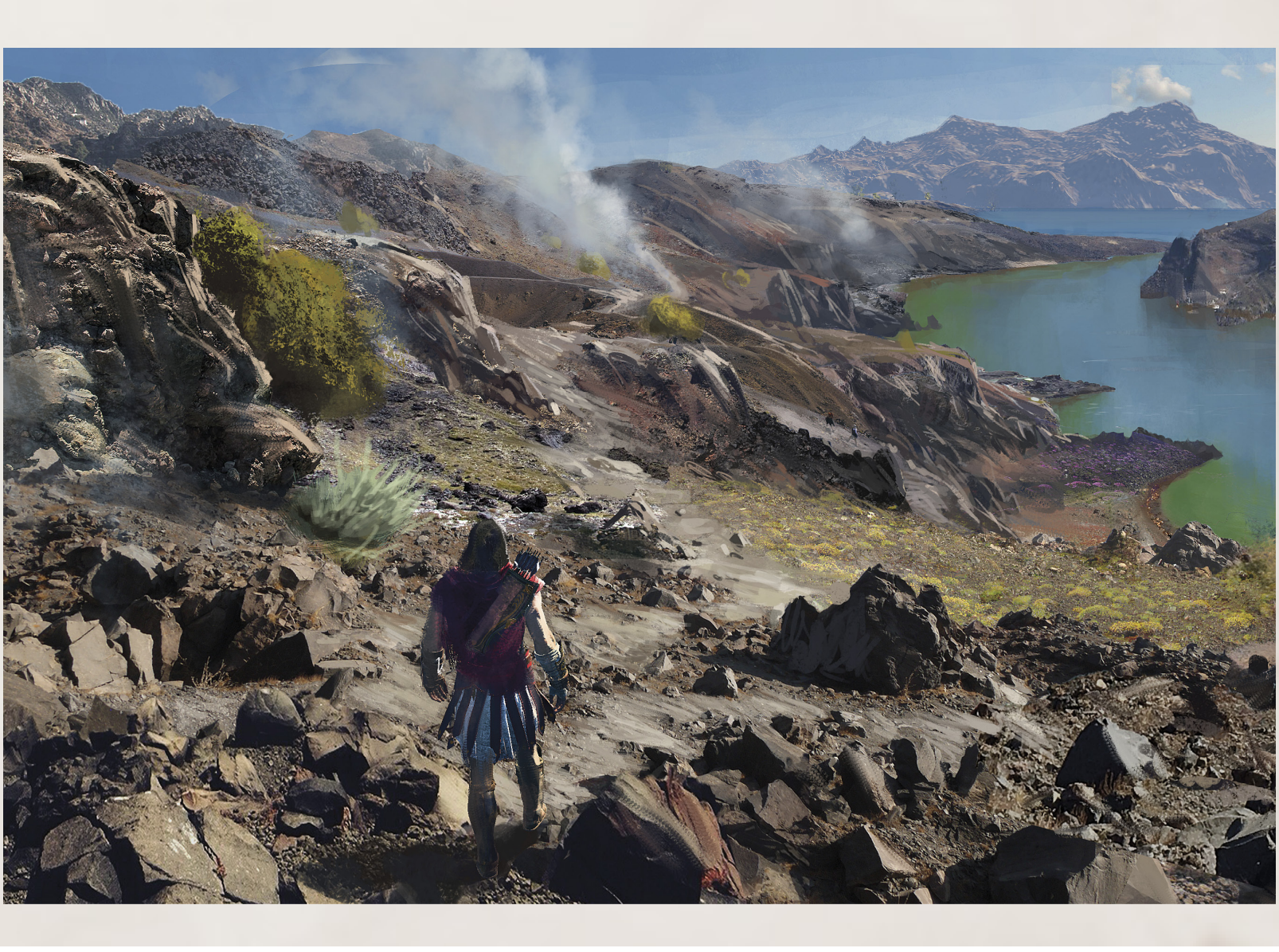
Myrrine

Determined and assertive, she had the perfect life of a Spartan woman, with a proud, strong family. In a cruel twist of fate her life was torn from her, so she begins anew. Now an outlaw with a mysterious past, we find Myrrine living as a pirate and the leader of an island.

Deimos

A god. A warrior. A hero for Kosmos. This is the image Deimos conveys. Yet, behind the heroism is an aching pain from a lifetime of suffering. Raised and tortured by the Cult, forced to fight or die, the humanity in Deimos had died long ago. What remains is a weapon. A glorious, deadly weapon that even the Cult can not control.

Cult of Kosmos

A secretive, sinister cult that operates from the shadows, whose power and influence reaches to the farthest corners of Ancient Greece. Intent on bringing order to the Greek world so that they may have ultimate control, these masked figures may be politicians, merchants, pirates, generals…or your friends. Be careful whom you share your secrets with, because you never know who may be listening, and the cult will stop at nothing to obtain absolute control.